

THE SUPER-SONIC CONSOLES MAG!

# mean

## MACHINES

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THIS MONTH'S SPECIALS:



SEGA JOE MONTANA FOOTBALL!  
JAMES POND MEGADRIVE!  
NINTENDO DAYS OF THUNDER!  
GALAXY FORCE CLASSIC GAME!  
SUPER FAMICOM PILOTWINGS!

SEGA

MEGADRIVE

SUPER FAM



NINTENDO



GAMEBOY

SONIC  
THE HEDGEHOG!  
BEST GAME EVER?

REVIEWED:

AFTERBURNER

WIZARDS AND WARRIORS II

MIDNIGHT RESISTANCE

DAYS OF THUNDER

DARIUS II

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## EDITORIAL 6

Facts, figures, fun 'n' frolics; it's all to be found on these pages! Julian reveals the secrets previously only known to certain Tibetan mystics (like how to get a high score on Pit Fighter II). Or maybe he doesn't. Plus glamour-shots of the Vogue models otherwise known as the MEAN MACHINES team!

## RATING

## SYSTEM 8

What does Overall 84% mean? How many players can use a one-player game? The answers to these questions and many more are on this page. Plus! Learn the meanings behind every's strange icons!

## NEWS 10

Get the scoop on upcoming games and new peripherals. This month includes a look at the next batch of Electronic Arts games due for release, as well as the usual round-up of hot products.

## NEWS FROM 13 AMERICA

Hi y'all! Deputy Dawg's dropped by to tell us the news from the Kurd-hating country, so listen up. See a sneak preview of Star Wars on the Nintendo, courtesy of LucasFilm. Plus loads of other fab hep gear.

## NEWS FROM 14 JAPAN

Mora fab games pour in from Nippon on a daily basis, and we've collected the best stuff for your delight. See the latest Super Famicom releases months before anyone else!

## MEAN YOB 20

A rather poorly YOB has sorted through his mailbag to pick the best letters he's received this month. Well, perhaps not the best, but certainly the silliest. Ready to read his withering replies? Then check out his page!

## Q+A 24

Loadsa questions, loadsa answers. Julian puts on his Guasimano pondering trousers to provide the best info known to man - that men being our Jaz, of course. Send your swelling problems here for instant relief!



▲ Pilotwings! Check out page 89!



▲ Monty Python's S.F. 11

## COMPETITIONS

### HOTLINES 39

If you want a console but can't afford hundreds of pounds, call the MEAN MACHINES Hotlines for the chance to win one of the fabulous prizes on offer!

### WIN A 46 MOUNTAIN BIKE, ORGANISER AND £100 CASH!

Those beautiful people at US Gold are giving away a spanking new mountain bike to the lucky winner of this compo. Get entering now!

### THE OFFICIAL 53 UK JOHN MADDEN'S CHAMPIONSHIP

MEAN MACHINES is proud to announce the Official UK John Madden's Championship, sponsored by Electronic Arts! The lucky winner gets a t-shirt and video, and the runner-up gets a tally tool. Do you think you could be the UK Champ? Then why not enter today!

## GAMES

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SUPER FAMICOM  
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## TIPS

Special sections this month include a guide to the end of level guardians in *Darius II* and the secret levels in *Super Mario World*. Look and learn with seven amazing pages of tips and cheats!

## MEGAMART

Got some games to sell? Want a penfriend? Want to get hold of an obscure game? Then send your request to this section - only costs you a measly £1 - and it's the best place in the world to buy and sell console paraphernalia!

## CHARTS

The MEAN MACHINES charts offers the latest information on the best-selling games for the Sega, Megadrive, Nintendo and now the Gameboy. See which games are moving and which are standing still. All for no extra charge!

## SUBS

It doesn't seem to matter that every month we increase the number of issues we print, people are still not able to get hold of the latest MEAN MACHINES. So to avoid being the pariah of your neighbourhood, take out a sub and be guaranteed of getting it every month!

## YOB'S GOSSIP

Oo-er, want to hear a secret? This page makes the News of the World look like it wouldn't know scandal if it bit it's head off (which would be a good idea). If you're easily offended by the sordid world of consoles, then don't read this page!

## NEXT MONTH

Those who seek knowledge of the future should buy "Wairdo Astrology Monthly" - or glance at this page for sneak views of next month's content!

## PREVIEW

SONIC THE HEDGEHOG 92

Always the first to get the hot news, MEAN MACHINES gives you a three-page preview of what is bound to become the most talked about game on the Megadrive avar. Read about the motorway-loving animal hero!

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PUBLISHER

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THANKS THIS MONTH TO:  
Southern District Council for  
putting three (count 'em) different  
road surfaces on the corner just up  
from the Cliff Pavilion and making  
it so entertaining to drive around. Mr  
Michael Gove, MP, for his never  
invented ibuprofen, whatever  
invented those mega

3-minutes-in-a-microwave burgers  
and the Japan Centre

VILE AND DECREPT EDITORIAL

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I've got a headache and I'm fed up. I'll be even  
more fed up if I find that any part of this  
magazine has been copied, reproduced, utilised  
or anything like that in any way without the  
expressed permission of the publishers. In fact,  
if that did start to happen, I'd personally track down  
the people responsible and make a hundred ap-  
peals of those respects. And then we go to court...

COMPETING RULES  
OK, first off, because KMAF employees or their  
immediate family may enter competitions, but then  
again if they should they'd be lions' way. Other  
people who won't be winning is the Omega  
Marion family of West Womwood because they  
do lots in little that cheap dog piss through  
anywhere they go, whatever Jazza says.  
Competitions matter a wee, and no  
competitors should be annoyed into. So there's  
no point in writing to complain.

#### JAZZA'S FINAL BIT

OK, last bit now. I've decided that Glomday  
MUST be won, so here's a doop that someone  
MUST win. Just answer this simple question:  
what kind of car do I drive (regular MEAN  
MACHINES readers should know by now, but  
here's a clue: it's a very fast hatch). I also want  
you to answer a bit broader question - how many  
miles has it done at the time of writing (we've just  
gone outside and made a note, it's 100,000 miles).  
Loyalty? The person who gets the answer right  
and the car with the most miles will just about  
win the Glomday. Could it be 2.5 million? Or is it  
nearer 30,000 miles? Please away that send your  
entry in! (HONESTLY DON'T LOOK IN JAZZA'S  
CAM WHEN IT WAS PARKED ON SOUTHERN  
SEAFRONT, MEAN MACHINES, PRIORY COURT,  
28-32 FARNHAM LANE, LONDON, EC1R 3AU).  
The winner will be announced in this issue in

# EDITORIAL

## JAZZA'S FAVE COIN-OP



MEAN MACHINES doesn't normally  
cover coin-ops, but I feel I must  
mention Street Fighter II, an arcade  
game that I've been playing more  
than anything in recent months. The  
original Street Fighter machine was  
no great shakes, but this sequel is  
superb and is easily the best  
one-on-one fighting game yet seen in  
the arcades.

The player is given the choice of eight different  
characters to fight with - either Ken and Ryu  
(combatants from the original Street Fighter), E Honda  
(a big fat Sumo wrestler from Japan), Chun Li (a sexy  
woman whose spinning bird kick is deadly), Dhalsim  
(an Indian rubber man), Guile (a tough American GI),  
Blanka (a wool man from Brazil) and Zangief (a  
Russian wrestler). Each has a massive selection of  
moves, plus a couple of special custom moves like fire



spitting, electrifying punches and hurricane punches!  
Street Fighter II has spectacular graphics, amazing  
animation, superb sound and immensely addictive  
gameplay (especially when two players are beating  
the seven shades of shinsa out of one another), and  
although it takes quite a while to master, it's one of the  
most rewarding arcade games you'll play this year.  
Just make sure you've got loads of ten pesos when you  
start playing - you'll spend the lot!

By the way, I'm hearing reports from Japan that  
Street Fighter II could be appearing on the Super  
Famicom early next year - but I have yet to confirm  
this. I'll let you know as soon as I have more  
information.



## PET TALENT CORNER

Talented pet pics have poured into the office following last month's cat 'n' dog geniuses. First of all we've got a golden retriever called Keltie who loves wearing a hat and sunglasses. Thanks to Richard Berker of Yeadon. Leeds for sending in those pics of his cool-lookin' pooch!

Next we've got pictures of Benji the dog who likes putting on 3D glasses. Merk Stephens is his owner, and he lives in Brampton, Ceflisle.

Daniel Excell of Crawley, W Sussex has sent in four pictures of his multi-talented dog who's capable of wearing a special hat from a cracker, a scarf around his head and "advertising executive" pink-rimmed specs. He also enjoys wearing his Crystal Palace



shirt. I'm surprised he hasn't been picked for the shirt .

And last of all we've got a mild-mannered Dobermann who likes to rip MEAN MACHINES magazines apart. Well, better than tearing the legs off small children I suppose. Thanks to Chaitan Patel of Weston-Super-Mare for sending that pic in.

If you've got any pet pics, send them in! The address is: SHEER ANIMAL GENIUS, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



## SPECIAL DELIVERY!

Postman Rob has just become a father - baby Louise was born 16in April and weighed in at Sibs 8 oz. I hope you will all join me in offering congratulations to him and his wife, Lorraine.

### JAZZA



### MATT



### OZ



### GAZ



### JULIAN 'GREEN FINGERS' RIGNALL

Before moving into games reviewing, our Jazza used to work at a plant nursery where he used to live in a tiny mid-Wales village called Llangatto. It was a job that required all his skill, wit and talent - it basically involved shovelling large amounts of goat poo around a load of fields all day!

CURRENT FAVE GAMES: JOHN MADDEN'S, STREET FIGHTER II, PGA TOUR GOLF

### MATT "I'M A BANKER" REDAN

Balor Matt moved into MEAN MACHINES he had a variety of part-time jobs, including work as a crap postman in Denham, a tiny Essex village near Colchester (any jokes about Postman Matt will be much appreciated). He also worked at British Telecom (booo!) and at the ultra-chic Chase Manhattan Bank. Oh yeah, he was also a florist for a few months. Sniggy.

CURRENT FAVE GAMES: JOHN MADDEN'S, FINAL FIGHT, SIM CITY

### OZ "ANY FRIES WITH THAT" BROWNE

Dz used to work at McDonalds in Warren Street, London - right next to Capital Radio Station. As you can imagine, it was a fast-food restaurant much patronised by the stars and Oz served 'em all - David Jensen, Mandy Smith, Wickay from Eastenders, Billy Connolly (with his wife Pamela Stevenson and the kids), Pat Sharp, Chris Tarrant and somebody from Brookside who he can't remember. What a star!

CURRENT FAVE GAMES: THUNDERFORCE III, MIDNIGHT RESISTANCE, DEVIL HUNTER

### GARY "FREE CREDITS FOR ME" HARROD

For five months Gary worked in Ousy Amusements in Poole, where he patrolled the machines and constantly gave himself free credits so he could practice and get all the highscores. He almost got a job with coin-op manufacturer Electrocoin to design the ideas and top of their arcade cabinets. However, the MEAN MACHINES job turned up just before he accepted, and the rest, as they say, is history!

CURRENT FAVE GAMES: STREET FIGHTER II, ULTRAMAN AND STREET FIGHTER II AGAIN BECAUSE IT'S SO BRILL



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## NEWS



## PRINCE OF PERSIA



British software company Domark have recently acquired a Master System development licence, and have just announced that their first game will be Prince of Persia, a graphically incredible 16-bit arcade adventure which appeared on the Amiga earlier this year to universal critical acclaim.

The player takes the role of a Prince and must rescue a Princess from the clutches of an evil wizard - a mission that involves guiding the hero through twelve hazard-packed levels of doom. The graphics are truly exceptional, with stunning, cartoon-like animation.

Prince of Persia is bound to be massive when it is released in November - we'll be bringing you a full preview during the summer. Watch out for it!



## UVEN SPECIAL SEGA SPECTACULAR

en keep by for  
marvelous and



### TERMINATE YOUR SEGA

Appearing on your Master System screens later on this year will be a game based on the superb Terminator movie, which stars Arnold Schwarzenegger as a ruthless android sent back through time to murder an important woman.

The movie is action-packed, and would make an ideal console game. Hopefully programmers Virgin will be able to pull it off!

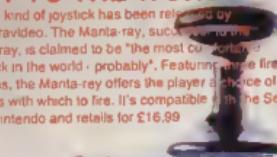


### TERMINATOR 2 JUDGMENT DAY

Arnie fans will be pleased to hear that the sequel to Terminator, the aptly-named Terminator II, will be released on the Nintendo later on this year. We'll bring you more news when we have it.

### JOY TO THE WORLD

A new kind of joystick has been released by Spectravideo. The Manta-ray, successor to the Sting-ray, is claimed to be "the most comfortable joystick in the world - probably". Featuring nine fire buttons, the Manta-ray offers the player a choice of fingers with which to fire. It's compatible with the Sega and Nintendo and retails for £16.99.



*Manta-ray*

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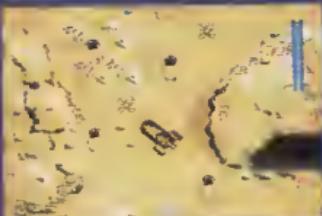


Lucasfilm have announced the imminent release of *Twintails* on the Ninten-64. *Defenders of Dynatron City* is a 1940's style action game, where the player takes on the role of various wacky superheros like Monkey Boy, Buzzsaw Girl, and Toolbox.

The other game coming soon on Nintendo is *Star Wars*. It's not a conversion of the classic arcade game as you might think, but is instead an original title based on the blockbuster movie. There's 3D space flight sequences, a host of characters from the film, and a plot following the movie but with interesting new twists.

Both games will be released simultaneously in Britain and the US this August.

Even more news for *Star Wars* fans is that *The Empire Strikes Back* and *Return of the Jedi* are scheduled for next year on Nintendo. We'll keep you posted.



## FROM USA

FAMOUS FIVE PLAY  
THE MEGADRIVE

Another five games for the Megadrive have been announced by Electronic Arts. *Blockout*, a 3D Tetris-style puzzle game, can be played by one or two players, and has nearly 1000 possible permutations. It had a very lukewarm reception when it was released on computer formats last year, but hopefully the Megadrive version will be tweaked to ensure maximum playability. No price has been fixed as yet, but we'll let you know...

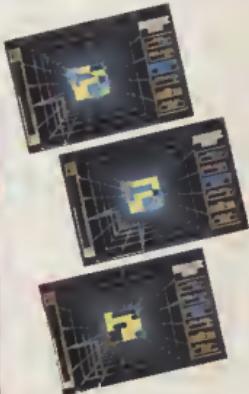
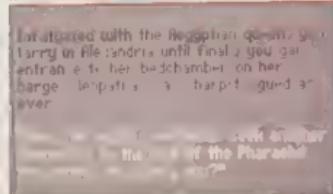
Taking more of an adventure bent is *King's Bounty*, an RPG-style game in which the hero travels through four continents searching for the stolen *Sceptre of Order*. It will retail for £39.99.

Along similar lines is *Might and Magic: Gates to Another World*. It's a Megadrive version of the game *Might & Magic II* that first appeared on 16-bit computer formats in 1989. Said to have hundreds of mini-quests, it has enhanced graphics to make use of the Megadrive's colour palette.

Yet another adventure game to be released is *Faery Tale Adventure*, a quest to defeat an evil Necromancer. Like *Might and Magic*, it has a battery back-up to allow saved games and has loads of depth.

The last game is *Centurion: Defender of Rome*

(one to please historic expert Matt). The player is an officer in the Roman army and conquers surrounding territories and raises money for his next battle. Gladiator shows, chariot racing and even the chance to seduce Cleopatra are included! Look out for these games around June - **MEAN MACHINES** will be reviewing them over the next few months.





# FROM JAPAN



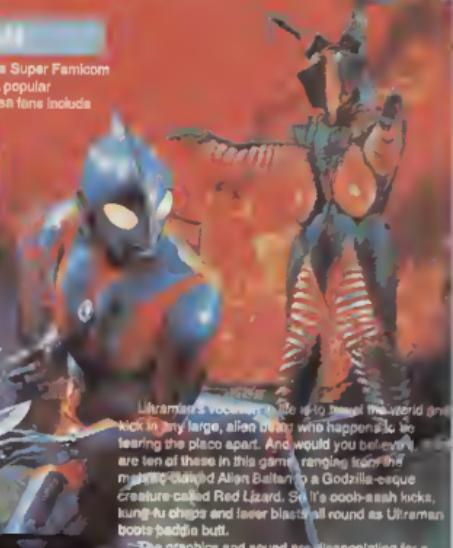
Super Famicom blasting fans should enjoy the delights of *Darius Twin*. Featuring simultaneous two-player action, great sounds and neat graphics, this is a feast of devastation and destruction on a grand scale. Shoot 'em up experts Gaz and Jaz reckon the action is fast and furious, but apart from the tricky last level, there's not a whole load of challenge on offer. So if you're a bit good, check it out before you buy...

## もう言葉はいらない。

スーパー ファミコン  
ULTRAMAN

The first beat 'em up to peer on the Super Famicom around a popular hero (whose fans include Gaz 'n' Jaz).

PAUSE



Ultraman's vocabulary is a bit thin, but the world does kick in my large, alien butt who happens to be tearing the place apart. And would you believe, there are ten of these in this game, ranging from the majestic-looking Alien Baltan to a Godzilla-esque creature called Red Lizard. So it's cool-as-shit kicks, kung-fu chops and laser blasts all round as Ultraman boots paddle butt.

The graphics and sound are disappointing for a Super Famicom game, and there's nothing here that couldn't be done on a Megadrive. The game isn't that challenging, either, and Jaz was more than disappointed when he completed it on his third go. (250,160 is the score to beat, folks.)

So unless you're a massive Ultraman fan, you'd better off trying something else.

## BIG RUN

Recently available on import is this conversion of the not-very-popular Jaleco racing game. Since the game wasn't brilliant in the first place, Big Run doesn't stand much of a chance.

The 3D graphics are jerky and the update isn't smooth or convincing. On the positive side it's got great sound and the game is very challenging, but with visual presentation as poor as this, disappointment is the order of the day.



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He wears a tuxedo, carries a gun, and is a hit with the girls. The fact that he's a fish makes no difference to his espionage activities. James Pond, or Double Bubble Seven to use his code name, is on the trail of the evil Doctor Maybe whose plans for world domination threaten civilised fish everywhere. Can James thwart the intentions of the man with the cat and save the oceans of the world?

Twelve missions await the brave subaqueous agent; View To a Spill, for example, pits Pond against a leaking oil platform - he gathers dynamite to blow up the legs of the platform. Of course things are never that simple, and a host of baddies lurk to do Pond some mischief. Starfish, mutated fish, crabs and aquids all drain our hero's energy, and other hazards (like radioactive canisters and invisible jellyfish) have the same effect.

Each mission's objectives have to be completed within the time limit, using the warps and secret areas to gain bonus points. James carries objects into his house for other extras, including the letters that spell various words (all of which are clear!). Let's hope James is up to the job, as Pussy Galore won't turn up to help him out...

# JAMES POND UNDERWATER R



▲ Getting crabs on the first level. ▼ James, home.



24 00028200

## COMMENT



I like this game! An aquatic spoof of Ian Fleming's Bond is a great remedy for a Megadrive product, and this is the first game developed for this console in good old Britain. It's certainly fun to play, and the main sprite is cleverly animated. However the backgrounds are bland throughout the levels, and the basic challenge never varies (it only gets slightly more difficult each time). It really needs some change of pace and play to turn it into something definitely worth buying. As it stands, it will appeal to some people but others will not be impressed by the lack of high quality 16-bit graphics and repetitive gameplay.

**MATT**

needs some change of pace and play to turn it into something definitely worth buying. As it stands, it will appeal to some people but others will not be impressed by the lack of high quality 16-bit graphics and repetitive gameplay.



# SPONGEBOB FISHING AGENT



▼ Stop the oil spill with large amounts of explosives.



Put the gold bars in the rowboat.

▼ Hello, I'm a over-friendly fairy.



# MEGADRIVE

## REVIEW



牛寺集

### WET THINGS

Want some extra points? It's a good idea to grab as many items as possible, 'cos bonus lives are gained for getting lots of points. Here's a list of the goodies in Pond's domain, and the effect they have on James:

#### YELLOW STARFISH

This puts James' Fishometer (or life measure) back up to maximum. Useful if our agent is suffering a little!



#### RED STARFISH

Super speed. Pond now dashes around the screen, and if he collects seven of these he gets hyper speed!



#### OYSTER

Touch an oyster for jolly benefits! The shellfish follows Double Bubble Seven, neutralising up to eight foes in his path.



#### FAIRY WAND

This makes James invincible temporarily, allowing him to race through baddies and obstacles.



James uses Score to get to get teleported.

FAMOUS FISH  
OF OUR TIME

James Pond isn't the first famous aquatic adventurer, not by a long shot. Captain Haddock, Tintin and Poole from the Codfather series of films has been a huge success, and Al Capone was a notorious gangster in the 'twenties. Then there's Robocod - half man, half fish, all cod. Can you think of any others? If so, send your ideas to: Oil, Fishface Competition at the usual address. The winner will get a special prize!



▲ Smiley starfish.



## LANDING THAT FISH

Pond isn't completely limited to water. He leaps out of the sea, lake or whatever at any opportunity. In the fourth level (The Fish With The Golden Bar) James gathers gold bars and takes them to a waiting rowboat. Bonus items are often found above ground, like glue pots and hearts. However, the surface world isn't all roses and there are a number of dangers lurking overhead. Friendly storks help him out though!

▲ Grab points for tiring seahorse.

## COMMENT



James Pond provides plenty of fun when you first start playing, but unfortunately it doesn't hold its appeal over a long period of time, due to the rather repetitive gameplay and the fact that the twelve levels aren't difficult to complete. Rushing around avoiding the nicely drawn aquatic sprites and picking up items is enjoyable, but there isn't really enough variety - some form of bonus screens where you have to do something other than collect things would have helped break up the action. As it stands James Pond is a fun game that you'll play loads when you first get it, but won't be one that you'll go back to in the coming months.

**JULIAN**  
A fan of the game



▲ Vampire fish ahoy!



▲ Fly with the Stork.



BY: EA

PRICE: £39.99

RELEASE DATE: OUT NOW

GAME DIFFICULTY: EASY

LIVES: 3

CONTINUES: 2

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



## PRESENTATION 79%

The game starts with a movie-opening, which is nice, if not exciting.

## GRAPHICS 79%

The sprites are very nice, but unfortunately the backgrounds are dull.

## SOUND 73%

Again this is nothing to write home about, but is inoffensive and suits the game well.

## PLAYABILITY 85%

Great fun and easy to get into, the straightforward action of James Pond is instantly enjoyable.

## LASTABILITY 71%

Twelve missions confront James, but once they're beaten you won't be coming back for more.

## OVERALL 79%

This is different, unusual and amusing, but ultimately lacks the depth (no ho ho) to make it to the big time.



# OH!!! I WANT YOUR LETTERS!

YOB isn't feeling very well this month - he's got Sinusitis, which means he's got a headache and a stuffy nose all the time. So you'll understand why he's a little grumpier and ha ha an even shorter temper than usual. As ever, if you've got letters, pictures, postcards, money, toys, blank cheques - or

anything entertaining - send them in to: MEAN YOB'S STUFFEO-UP MAILBAG, MEAN MACHINES, PRIORITY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. All the best stuff gets printed, and the very best wins £150.00 worth of software. So get scribbling or you'll never win...

# MEAN YOB!

# YOB!



## THICKO OF THE MONTH AWARD

Dear Mean YOB,

I was happily reading your ultra-groovy mag (ish no 5 if you want me to be exact) when I spotted some Final Fight tips for the Super Famicom. It read "with the aid of Gaz's paintbrush". Hal! What a load of crap! Maybe it was Gaz's paintbrush on the Final Fight illustrations, but anyone can colour previous illustrations. Especially if all you need to do is enlarge them a bit and dab a bit of colour around them. The genuine originals were first shown way back in issue 104

(July) on page 30-31 of CGVG! Gaz artist? More like a con artist, and of course I am not insulting your drawing capabilities, I think your drawings are megadocious (even better when you draw them yourself).

But anyway while we're on the subject of Final Fight you said that it wouldn't be out for the Megadrive but you were wrong because I saw Final Fight on the Megadrive at the 16-bit computer fair and it looks better than the Famicom version. The only difference being you can play simultaneously on the Megadrive, the names of the enemies are in Japanese and all the levels are theirs. So all your Famicom owners



out there can go plug their lovely joypads (which don't even work) into a Spectrum.

And where are the MEAN MACHINES arcades columns?

**Megadrives are the best.**  
*K Grasha (PMC), Blackheath,*

London  
PS Oz Browne is a cool dude and



well done with the Meg Jaz.  
**YOB:** You're completely and utterly hopeless aren't you. Who do you think you did the original pictures in the first place?

Leonardo De Vinci? Georges Surat? Maybe it was Goya? Of course it was you dopey git! He decided to colour in his original

C+VG drawings (which he did a few weeks before he joined MEAN MACHINES full time) and make them a bit better for the MEAN MACHINES readers who might not have seen them before. Doh! And as for your comments about Finel Fight on the Megadrive. Well, I think

## SNOW JOKE

Dear YOB

Fancy it snowing in February! But then again it usually does.

**Gareth Williams, Abergavenny, S Wales:**

PS It once snowed in April and I was deeply shocked.  
**YOB:** Well, if you ever wondered how exciting and hectic a Washmen's life can be, here's the answer.

**BEND IT,  
SHAPE IT,  
STICK IT  
WHERE YOU  
WANT IT...**

Dear YOB,

For Crimbo my dad bought me a Japanese megadrive and one cartridge - an imported Golden Axe. I couldn't read the instruction book. But MEAN MACHINES did a great review, so I knew what I was doing when I played it.

After being told my Megadrive would play UK carts my next game was a UK cart. Slotted it in, fabuloso duds - and I could read the instruction book.

But at Crimbo time there wasn't many UK carts released. So my Dad said get a Genesis cart - latest games and instructions in English.

So now I had three games all from different countries. Looking at the bottom of the carts I noticed the Japanese was oblong but the UK Genesis were mushroom shaped. Does this mean Genesis and UK megadrives are the same. And can official UK Megadrive owners play imported Genesis carts.

**Sean Bailey, Smallhome, Stoke On Trent**  
**YOB:** I believe that American and UK cartridges are the same shape - although I'm not sure whether or not they're compatible with UK machines without using an adapter.





## GAMEBOY RELIABILITY

Dear Mean YOB,  
For my birthday in a few weeks time I am hoping to get a Gameboy. But my Dad reckons that they're naff and that they will break down after a month or so. Is this true? (hopefully not).  
Alan Watts, Northampton  
YOB: Jaz has had his Gameboy the longest in the office - it's nearly two years old (it was the second Gameboy to be imported into the country). It has been to France, Florida, San Francisco, all around Great Britain and gets taken to and from work every morning and has never once broken down. So tell your dear papa to stop being a mean git and give you the readdies to buy the machine. And I bet you that once you've got it he'll have one go of Tetris and get hooked - most parents do...

## TURTLES OUT... WHAT'S IN?

Dear Mean YOSBO,  
What a skil meg eh? I must congratulate you on such a good read!

Anyway, down to business and I want to know a question that's been on everyone's lips at my school. I am hopefully getting an NES later on this year, and I was wondering, seeing as the Turtles are going rather sadly out, and the game going down in the charts, if Nintendo might be issuing another free game with the machine, instead of Turtles. And if so, what?

Yours wondering,  
Luke Fraser, Richmond, Surrey  
I'm sure that Nintendo have got all sorts of wonderful offers and packages lined up for this year - but they won't tell us about them yet. However, recently in Germany they released a

bargain "Super Pak" which has on NES, a light gun, Tetris, Super Mario Bros and Duck Hunt. So that gives you some idea of what to expect.

## YOB vs JOB

Dear YOB

Have you ever thought about doing a "Challenge". One of the reviewers against a reader. And if the reader wins he could receive one, or two games of his or her choice. I've beat at Monaco GP. I bet I could beat you all.

Job Ward, Burnley, Lancashire  
YOB: Oh, yeah? Anyway, it's C+VG's job to do a Challenge - you'll usually find at least one of the MEAN MACHINES taking part, so write to them instead.

## MEND MY MEGADRIVE MANIAC, SAYS MUM!

Dear Magnificent Mean YOB (creep creep),  
Once upon a time I had a very quiet, normal, sane, patient son, but now, thanks to you and your magazine, I have a very mean, crazy, wild, hassling Megadrive addict!!

As it is your fault, I think it is only fair that you own up to your responsibilities and help me out of this situation!

Just to get some peace and quiet (let's chance it!) I bought him this little toy for Christmas and since then he has gone through Ghostbusters, Shadow Oscar, Thunderforce III, Golden Axe, Super Shmobi, Alex Kidd and Mickey Mouse. The only one

which he is still struggling on is Ghouls and Ghosts.

I know the games have levels of difficulty but he is so impatient to crack the game he never starts on the hardest level, and then when he has beaten it, it loses its appeal. So please, please, please, can you suggest a difficult platform/beat 'em up/arcade game that will take longer than two days to crack? Otherwise I will end up in the bankruptcy courts or the asylum or both!

How old is the Mean Machines Players I hear you ask, 15, 16, 17, 18, nope he's just 9 and whether he reaches 10 is up to you!! Not so long ago he wanted to be a Jet Pilot (don't all little boys?) but not anymore, oh no, now his sole purpose in life is to work on your mag reviewing all the games!! Well, there's no comparison is there?

You know that you have lost your little boy forever when he starts cuddling his Mean Machines magazine in bed instead of his Teddy Bear.

Yours in desperation,  
Kathy Gill, Horsforth, Leeds  
PB Correction - Ghouls 'n' Ghosts now bites the dust along with the other!

YOB: We at MEAN MACHINES cannot accept responsibility for any mental illness or disfunction which is induced in the reader either by reading the magazine (highly likely) or playing Megadrive games (also highly likely). Your lad sounds like a gamestopper of cosmic proportions, but are you sure he's playing them all on the hardest level? That's the real challenge for a REAL gamestopper!



## TOPPER TURTLES TEASER

Dear YOB,  
I completed Teenage Mutant Hero Turtles on the Nintendo at 9.00 27/02/91. Am I the first? To prove it, I'll tell you what happens. There is a picture of Splinter and beside it there's writing praising you and saying that Splinter can now change back to human form. You see Splinter changing on screen and then a picture of April comes on, she says you are great etc and then in white letters on a black screen it says 'The adventure of the Teenage Mutant Hero Turtles is concluded' Am I brilliant or what? Oh by the way, my high score on Turtles is 286,700. Bye!

Andrew Gould, Bitterne, Southampton  
YOB: 'Am I the first?' Whaddayamann, 'Am I the first?' Actually I don't know whether you are or not, but, seeing as the game has been out for ages both in the USA and Europe, I reckon zillions of people must have finished it before you. Sorry, but, y'know, I don't really care.

## NOT THE STAR LETTER

Dear YOB,  
Please don't make this the star letter. Yes, but then you would think that I was trying to make you think that I wanted the Star Letter by trying to outwit you. Yes, but

then you would think that I would want you to think that I wanted to think that I didn't want the Star Letter then you would think that you would know that I was trying to fool you by saying, I didn't want the letter and then thinking I did really but I wouldn't really think

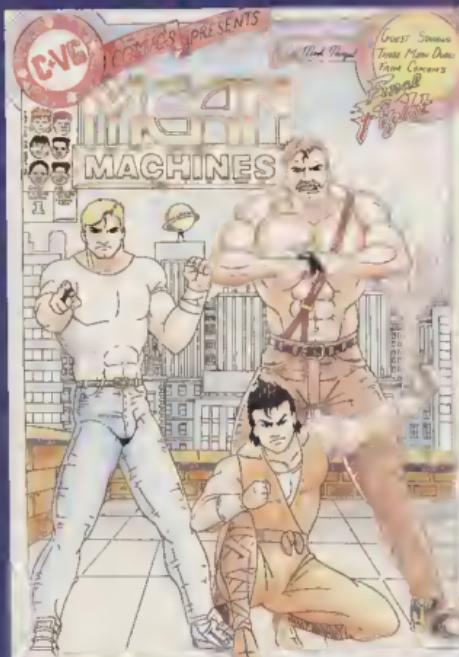
that you would think that I would think that you couldn't think I wanted it. Then again you would think that I didn't want the Star Letter by making you think I did want it when I really didn't, then you would think I did, but really was thinking that I did but you

thought I didn't, then I did want it. Justin Payne, Wisbech, Cambs  
YOB: I think that you don't think that I think that you're a driving imbecile. But I think that if you think that I think otherwise, you're completely wrong.

## STUPE, STUPE, STUPID PILLOCKS

Dear Mean YOB,  
In October '90 I bought a Megadrive and was very pleased with the machine and I am a very proud owner. However two of my friends disagree. These two both own Amigas and they keep on that the Megadrive is crap. We used to argue but they were frustrated when another two friends bought Megadrives and they stepped up their anti-Megadrive campaign. Now recently the Super Famicom has come into the magazines they have made a point of telling me they think it is better and will wipe out the Megadrive. They have even gone so far as to make a song up that goes 'Sup, Sup, Super Famicom.' I agree that the Famicom is a very hot machine but I don't see how this makes the Megadrive crap and believe that Megadrive will stand out for years to come with great games like John Madden Football and Mickey Mouse. Please, please put them right as I am p\*\*\*ed off.

Paul Davies, Pontyclun, Mid Glamorgan  
YOB: If the best taunt they can think up consists of the words, "Sup, Sup, Super Famicom" I



▲ This stunner is from Mark Mangel of London E3.



▲ Cheers to Mark Jones of Blackpool for this!



▲ Raymond Longbottom is the artis supremo



don't think I'm qualified to "put them right" as you say. Don't they realise that psychiatric care can be received on the National Health?

## WHINING BLEEDAH

Dear YOB,  
I have read all of your issues for the past five months and I was wondering if you will do me a small favour. I have been nagging my Mum and Dad into getting me a Sega Megadrive for ages and I was wondering if you will convince them into getting one for me. Oh, I almost forgot congratulations on such a brilliant mag.

Ben Cooper, Newcastle, Staffs  
**YOB:** Dear Ben's Parents,  
You're son is a Grade A whining git, so if I were you I wouldn't give him the time of day, let alone a Megadrive.  
Love and kisses,  
YOB.

## IF HE ONLY HAD A BRAIN...

Dear Mean YOB,  
May I say how impressed I am that you have that World famous footballer "Jazza" writing for you. Will he still do so when he leaves Tottenham and goes to Italy? And if so will he write in Italian.

The name Oz Brown is in fact a cunningly disguised reference to that action-packed film 'The Wizard of Oz'. Also the yellow brick road was featured in this block buster. Yellow is a colour as is Brown. Can it really be true? Is Dorothy drawing for Mean Machines?

And now I come to think of it Matt was in that highly talented pop group 'Bro's'. The perfectly groomed hair (ha ha), the ripped jeans, the screams of terror from teenage girls. The splitting image.

So, is Gary Hamod really Luke, the other hunky member of that

chart topping band? Possibly, but more likely he's Freddie Krueger with a toupee.

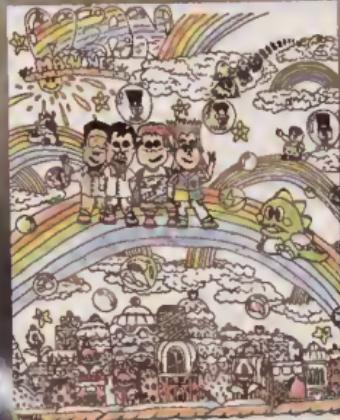
I also have my suspicions that you, yes, Mean YOB, are in fact Mr T who else would be stupid enough to have a haircut like that! Merely a coincidence I think not.

Yours hopefully

Paul Wootten, Dursley, Glos

**YOB:** I dunno about the rest, but

I think you could be right about Oz. When deadlines are closing in, he's often seen, eyes closed, tapping his heels together and saying, "There's no place like home! There's NO place like home!" That would also explain why he keeps patting Gary on the head and calling him Toto. Best call an ambulance, someone.



▲ Gary Mangal of London E3 drew this magical pic.



Mark  
Stanford  
'91

# CONNECTABLE COIN-OP CAPERS

Dear YOB,

First off let me congratulate you and your freaky (TOO TRUE) YOB friends for putting together such a cool



My question comes more in the form of an idea. How about a coin-op attachment for consoles, which instead of just pressing a button to begin a game you slot in coins, similar to an arcade machine. This would be a neat little gadget which attaches to one side of the console. This would allow you to gain profit from your console when all your chums come round. Thanks for listening  
Robert Sheppard, Monmouth, Gwent

YOB: I don't need any hardware attachments to gain profits when my "chums" come round! I just grab my "chums" by the ankles, hold them upside down and shake. Works for me.

## HE WOULDN'T LET IT LIE EITHER!

Dear YOB,

I am just writing to tell you know that if that git who likes to call himself "Man with the Stick" and "Graham Lister" comes out with one more Vic Reeves comment, I am going to personally track him down and burn him alive. He seems to me like one of the tartsies who's seen one programme and has decided to jump on the bandwagon.

Please print this letter as a warning to this sad and lonely

Excellent cartoon from J Revelly of Hemel Hempstead.

character.

*Tilak and Beancy, Wakefield*

PS Does Jaz work in the Wakefield branch of Microbyte as we saw him the other week.

YOB: I asked Jaz about Wakefield and Microbyte and he said something that it would be pointless to repeat because it wouldn't let me print it. So it would seem you didn't see him - YOU LYING GET!

By the way, that was MY idea.

to him?

And is Rampage being released?

*Daniel Toporowski, Sutton-in-Ash, Notts*

YOB: There are no plans for Rampage on the Megadrive so I think the best thing you can do to your friend is make him change his surname to Yer. If you really want to play Rampage on the Megadrive you'll have to buy a Power Base converter and the Master System version (which wasn't bad if you like that sort of thing).

## RAMPAGE RAMBLINGS

Dear YOB,

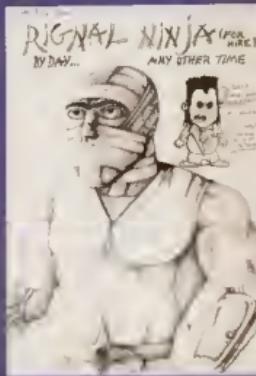
I am writing this letter with my left hand due to the fact that I have stabbed myself repeatedly in the right hand with a pair of blunt scissors and rubbed salt into the open wounds. Why? I hear you cry (OK so maybe I don't see as I sliced off both my ears and fried them in a light butter and garlic sauce until crisp and golden brown).

Well, I'll tell you why (not by mouth of course, I sliced it up with a thick red yam).

The reason is that I am sick and tired of waiting for Rampage to be released onto the Megadrive. My friend said that it was coming out ages ago and that he read it in your mag.

If he was lying, what should I do

Mark Stanford's stunning painting was inspired by an old ZZAP! 64 cover.





Wowwes! I've had a zillion questions this month, but I've only got three pages to fit them all in. If your question hasn't been answered, don't give up! Maybe next month I'll be able to squazz it in - or maybe you'll have a new set of queries by then?

Send your questions - any questions - to the great genius Jaz et: **JAZZA'S MARVELLOUS O+A CLINIC, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.**

## PICK 'N' MIX

Dear Jaz,

I think the mag is totally 'ard, keep up the excellent work. Please (with cherries on top) could you answer me these questions.

- 1 Is there any chance of Railroad Tycoon on the Megadrive?
- 2 Is there any new soccer game in the pipeline for the Megadrive (Kick Off II perhaps)?
- 3 When will Golden Axe II be out?
- 4 Is the Super Famicom

technically a lot better than the Megadrive, or just marginally?

5 Is it possible for me to get hold of MEAN MACHINES Issue 9?

6 Will there ever be a memory upgrade available for the Megadrive?

Sorry to bundle you with all these questions.

Darren Bridger, Worthing W Sussex

JAZ: I'd personally love to see Railroad Tycoon on the Megadrive - it was one of my favourite games of last year - but it unfortunately won't be appearing on anything other than computer systems. I'm not aware of anything happening at the moment on the soccer game front, but rest assured, as soon as we know anything we'll tell you. Golden Axe won't be out until November - we'll have more news about it later on this year. The Super Famicom is technically a lot better than the Megadrive. As I keep saying, the going rate for the ultra-rare MEAN MACHINES Issue 9 is £50.00. There are only a few in existence and I have most of them (hee hee hee). With up to 8-meg capability on ROM, the Megadrive doesn't need a memory expansion.

## MORE ABOUT FOOTBALL

Dear Jaz,

I've played this great football game in the arcades called EURO FOOTBALL CHAMP by Taito and was wondering if it is to be converted to the Megadrive? Also, is it true that Lemmings is coming out on the Megadrive and Gameboy later this year?

Yours faithfully,

*Craig Nightingale, Sheffield*

JAZ: As I said above, there aren't any Megadrive football games in development at the moment. Perhaps one day an astute software development person out there will realise that there's a massive potential market for a Megadrive soccer game? I hope so. Lastly, you're correct about Lemmings. There will be Megadrive, Gameboy and Nintendo versions out early next year.

## WHERE'S THE POPULOUS REVIEW

Dear Jaz,

How come you haven't reviewed Populous yet? In the preview in Issue 5 you said it would be out in March; you should have reviewed it by now, so please review it in this issue. Thank you.

James Grist, Holmfirth, W Yorkshire

JAZ: We haven't reviewed Populous yet because it isn't finished. Just because we say it should be out in March doesn't mean it's certainly software house change their release dates around all the time, and there's nothing we can do about it. As we're going to press, the release date has been changed again to July, so we should be reviewing it either in the next issue, or the one after, depending on when the programmers actually finish the game.

## RUBBISH GAME, MATE

Dear Jaz,

I am considering getting a portable console. I saw an advert for the Game Mate from Chastah (the so-called 'hottest and cheapest Gameboy contender'). Well could

you please tell me:

A) Are they any good?  
B) Are game cards as good as cartridges?

C) Will you do reviews for the Game Mate?

*Hamish Summers, Macduff, Scotland*

JAZ: No, I think Game Mate is complete and utter rubbish and you shouldn't touch it with a ten-foot barge pole. Game cards are simply different-shaped cartridges, just like you get different shaped calculators. However, the games on these cartridges are hopeless. We won't be doing any Game Mate reviews - this is the Sega and Nintendo meg only.

## SOME NICE 'N' EASY QUESTIONS

Dear Jaz,

I am very happy 'cause I have a Master System, but could you answer these questions please;

1. What percentage did World Soccer get in Issue 9 of MEAN MACHINES? And what are your views of it?

2. What is your favourite all-time Master System game?

3. What do you think of the Ninja on the Master System?

I hope you answer question 1 because I'm thinking of getting it. Philip Sheppard, Bourne, Lincolnshire

JAZ: World Soccer got 87% when it was reviewed in MEAN MACHINES issue 9. Cellotornie Gemes is my all-time favourite sports game, Psycho Fox is top of the lot in my best platform game book, Wonderboy III gets Jezza's numero uno all-time best Sega arcade adventure accolade and R-Type wins the Rignall Seal of Approval in the shoot 'em up category. I think Ninja is a pretty neat game and well worth taking a look at.

## A VERITABLE MIXED BAG

Jaz,

Here's a few fundamental questions:

- 1 What's the best way to use a joystick?
- 2 When was the Nintendo first released?
- 3 What machine do programmers use to program

Nintendo games?

4 Do you think "The Simpsons" has gone stale?  
Des Thorpe, Dun Leary, Eire  
JAZ: There are two ways to use a joystick - the "all thumbs" method\* where you use your thumbs to operate the direction and fire buttons, and the rarer and more difficult to master "piano method" where you use your first and second fingers to control the direction and fire buttons. Basically, just keep practicing until you find the method you're comfortable with. The Nintendo - or Famicom as it's called in Japan - was first released in 1985. You need a special development kit to program on the Nintendo, and only Nintendo supply it. And finally, I think the Simpsons are brilliant.



## SORT OUT SHINOBI

Dear Jazza,

I have some irritating questions for you.

1 Is Shadow Dancer the sequel to Revenge of Shinobi?

2 Does Cyber Shinobi come after Shinobi or is it Revenge of Shinobi that comes after Shinobi?

3 If Shadow Dancer is not the sequel to Revenge of Shinobi, does Shadow Dancer have anything to do with the Shinobi games?

4 Could you put the games in order eg Shinobi, then the sequel, then the sequel to that, etc.

Thanks a lot from the best Megadrive player,

Met Kivens, St Helens, Merseyside

JAZ: Why didn't you just ask me just one question - what is the order of the Shinobi games - rather than asking me the same thing four times. Anyway, all the games star Joe Musashi, and their order is: Shinobi, Revenge of Shinobi, Shadow Dancer and Cyber Shinobi.



Dear Jaz,

I have recently bought a UK Megadrive and I have four games for it at the moment. They are: Altered Beast, Revenge of Shinobi, Ghouls 'n' Ghosts and the rubish Last Battle. I am thinking about selling it for the possible Sega Arcade System (Megadrive).

Please, please could you these questions for me:

1 Is the Sega Arcade System actually coming out?

2 If it is, do you think it will be a great success and better than the Megadrive and Famicom?

3 Would it be Japanese or a

UK version?

Thanks for your time. MEAN MACHINES is incredibly brilliant. Oliver Godber, Hildenborough, Kent

JAZ: Yes - the System will be released in Japan in December. I doubt whether it'll be more successful than the Super Famicom - Nintendo have already sold 1.4 million machines and are currently selling over 200,000 a month. That's not to say that it won't be a good machine, though.

## CAMBRIDGE A DUMP?

Dear Jaz,

I'm stuck. Around where I live there is nowhere where I can buy Megadrive games. My town is a dump and I think I'm the only person there who likes computer games. So please help me by telling me where I can buy or order games without going miles to get them.

Brian Hill, Cambridge

JAZ: I bet your parents love you! Don't be a miserable old git - Cambridge is a nice place. Check out the mall order ads - there are loads of places where you can buy stuff from.

## MONITOR HASSLES

Dear Jaz,

I have recently had a Japanese Megadrive bought for me and I was wondering if you could use a Philips CM8833 monitor (or any other monitor for that matter) if I buy a SCART lead for my PAL Megadrive.

Also I would like to know if you can use a British Power Base Converter on the Japanese Megadrive as there are some good Sega games on the market and I want to play a decent footy game (Megadrive World Cup Italia '90 is crap).

My third and final question: Is Midnight Resistance any good on the Megadrive because it's wicked on the Arcade and the Speccy. Please can you either review it or tell me if it's good or not.

Your desperately,

Andrew Naylor, Beeston Rylands, Notts

JAZ: Get yourself a SCART lead and you'll be able to connect



your Megadrive to your monitor - we have the same monitors in our office! You'll have no problems with the Power Base converter - as long as your machine has been modified to take British cartridges, it'll take a British Power Base converter. If you want to know more about Midnight Resistance, why don't you turn to page 82 and read the MEAN MACHINES review?

## LEFT HANDED WAGGLER

Yo Jaz,

I own a Megadrive and have noticed all Megadrive joysticks are left-handed. I've adopted quite well to the joystick, but tell me are there going to be any right-handed joysticks?

Yours sincerely,

James Bessell, Orpington, Kent

JAZ: Interesting point. I can't say I've ever heard about, let alone seen any left-handed joysticks - it's anyone knows anything about left-handed control pads, or left-handed joysticks that are compatible with the Megadrive, write to me at the usual magazine address and I'll print the details.

## ARCADE GAMES AND THINGS



Dear Jaz,  
I own a Nintendo and would like you to answer these questions:

1. If there are any plans to release Final Fight for the NES please could you tell me all about them?

2. How much would a cheap arcade game cost?

3. How much would an expensive arcade game cost?

4. Roughly how much would these arcade games cost each: Bed Dudes vs Dragon Ninja, Turtles, Final Fight, E-SWAT, and Smash TV?

5. In issue 6, page 13, MEAN MACHINES said that later on this year Smash TV will be coming out for the NES when roughly?

6. How much will it cost?

I ask all these questions about Smash TV because my sister's boyfriend is going mental over it, he thinks it's the bee's knees. I am your magazina's greatest fan!

Yours sincerely,

Jamie Homer, Wimborne, Dorset

JAZ: Final Fight won't be coming out on the Nintendo - it's a Super Famicom game only. Cheap arcade games? Really old stuff like Space Invaders, Pac-Man and Asteroids go for as little as £20-£30. Newer stuff like Rad Mobile would set you back £8,000. The first three coin-ops you mention only come on PCB boards, rather like massive cartridges, and to get them to work you'd need a



proper video cabinet, and that costs around £500.00. Once you've got that you could stick any PCB board into it - Bed Dudes PCB would cost around £140.00, a Final Fight PCB would set you back £25.00 and an ESWAT PCB would be £200.00. Turtles and Smash TV are both only available as complete coin-ops, and old second hand models start at around £1500.00 - out of pocket money range methinks. Smash TV won't be available in the UK until later on next year, so don't hold your breath...

## WILY PROBLEMS

Dear Jaz,

I love platform games and quite late in March I bought Mega Man II. I have almost completed it but I am stuck where Dr Wily comes down in his spacecraft, jumps out, turns into this green thing and starts flying about shooting at me. I have tried every weapon except bombs and lime stopper but nothing affects him. Please could you tell me how to beat him.

Also, are there any cheats or passwords for Batman on the Nintendo.

I would be very pleased if you would publish this letter.

Yours waiting patiently,  
Alec Blissoft, Sturry, Kent

JAZ: Eh? Seven hits of bubble laser is what's required to dispose of cheesy ol' Dr Wily. It doesn't look like it's having any effect, but that's what's required to do the guy in.





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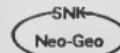


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### HYPERTING

When he materialises, fire at his mouth and avoid the bullets and lasers. Alternatively shoot the apart bomb unit below the monster. Once he explodes another one appears from the other side of the screen. Shoot the unit again to dispose of him rapidly.



# MARBLEST

### STEEL SPINE

This one's not too difficult. Shoot him in the mouth and evade the bullets and lasers. It's fairly easy to see his firing sequence.



### LITTLE STRIPES

Follow him up and down the screen, avoiding the wide-lasers and bullets. Destroy the fins then fire at the mouth. Keep laying on the firepower!



### DRIOSAWM

As soon as he appears fly close to his head and blast away. Try to learn his flight pattern and follow him around the screen. When he snakes up the side of the screen in an S-shape be prepared to avoid his dive.

### YAMATO



Hover near the bottom left of the screen and destroy the gun. When the shishish appears aim at the shell and dodge the planes and bullets. When it loses its shell fire at the circs on its back. Fly across the top of the screen in a big arc to make the discs miss the ship.

### RED CRAB



Destroy his legs by making him follow you around the screen while you shoot. Make sure that he falls to the far left or right of the screen. After that bomb and shoot his body.

TAITO





## ALLOY LANTERN

Shoot at the tentacle that waves above his head. Once this explodes, go above or even better below, and fire at his mouth with the green laser!



## BIO STRONG

This can be quite easy if you know how! Aim for the bubble that flashes when hit, and avoid all the others. Simple really!

## LEADAIN

Firstly shoot at his arm, but move quickly when he tries to grab you. When his shell separates shoot at the brain - but keep moving. When it starts flying around stay to its left and dodge its tail.



## GENERAL TIPS

On the title screen press C A C B D A B A B C A C for the stage select screen. On the High Score table type in ZTT as your name to get access to the sound test.

Press A B A C B C C B C A B on the Title screen for Immortality! Or alternatively press C twelve times on this screen for the special mode.

Press B B B C A A B B C C C for a free play.

## MOTHER HAWK

TIME 2

300000



Move above the creature as soon as it appears, and only move to dodge its tail. Occasionally it will fire a different weapon, either a ring of laser or a green front-attack laser. NEVER stay directly in front of it.

## NEHONOGIA



Aim for the face and dodge the bullets. Avoid or shoot the ribs that come flying at you, and make sure you don't get hit when the body flies apart.

## GRAND OCTOPUS

TIME A

59



Destroy the tentacles first then move closer and kill the small creatures. To hit him you'll need to be in exactly the right place.



## BURAI FIGHTER DELUXE

S Feulner of Longlevens, Gloucester, has codes e-plenty for this shoot 'em up. For the Ace Level the codes are:

- 1: NO PASSWORD NEEDED
- 2: GBHC
- 3: MHCB
- 4: CDMN
- 5: KDPG

After completing the Ace Level, another Level appears on the menu; the Ultimate Level. Here are the codes.

- 1: GDCP
- 2: LMCJ
- 3: CCHL
- 4: HFKP
- 5: BNGN

## MASTER SYSTEM ALEX KIDD IN MIRACLE WORLD

Mark Sappin (Hornchurch, Essex) has been fiddling this platform game and has come up with a neat way to beat the henchmen at the end of each level. When the baddy appears on the screen press button 2 repeatedly until a cloud can be seen above his head. This shows the sign that the baddie will use in the Jenken match! This doesn't work for the first one, but use stone then scissors against him.

## ULTIMA IV

Mark Sappin (Hornchurch, Shropshire) has been plugging away at this RPG for ages and he's in some handy tips.



## IMPORTANT ITEMS

### SEXTANT

Good for finding nightshades and the Skull of Mordain, but they'll only be found on the darkest of nights.

### STONES

Blue/Honesty = Decent  
Green/Justice = Wrong  
Yellow/Compassion = Despise  
Purple/Honour = Shame  
Orange/Sacrifice = Covetous  
Red/Bravery = Desirous

Black/Humility = Moongaze (only by balloon)

White/Spirituality = Moonglow (on the darkest of nights)

To get the balloon go through the secret entrance in Dungeon Hythlock in castle Britannia by



going east at the T-junction then up in a secret passage to the top corner of the castle (to the west above the door). As soon as you enter the dungeon use em "up" spell and the balloon is nearby.

### BELL

Found at coordinates NA-LA; you require a boat.

### BOOK

Found in the library in the Lycasm.

### CANDLE

Found in the chapel in the secret village of Cove, in a secret

Thrust the gathering deck see  
a secluded gypsy wagon rattling off in the hood. The wagon came from the town of  
the wagon. As we drew near,  
strange voice wavves into  
the noise, amazing:  
"You are approach, O secker." O



You better to find an old gypsy sitting in a small curtained room. She has an old round table in front of her. In a round table covered in deep green velvet. The room smells an awful lot of lavender that you feel dizzy. O

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## THE MOUNTAIN



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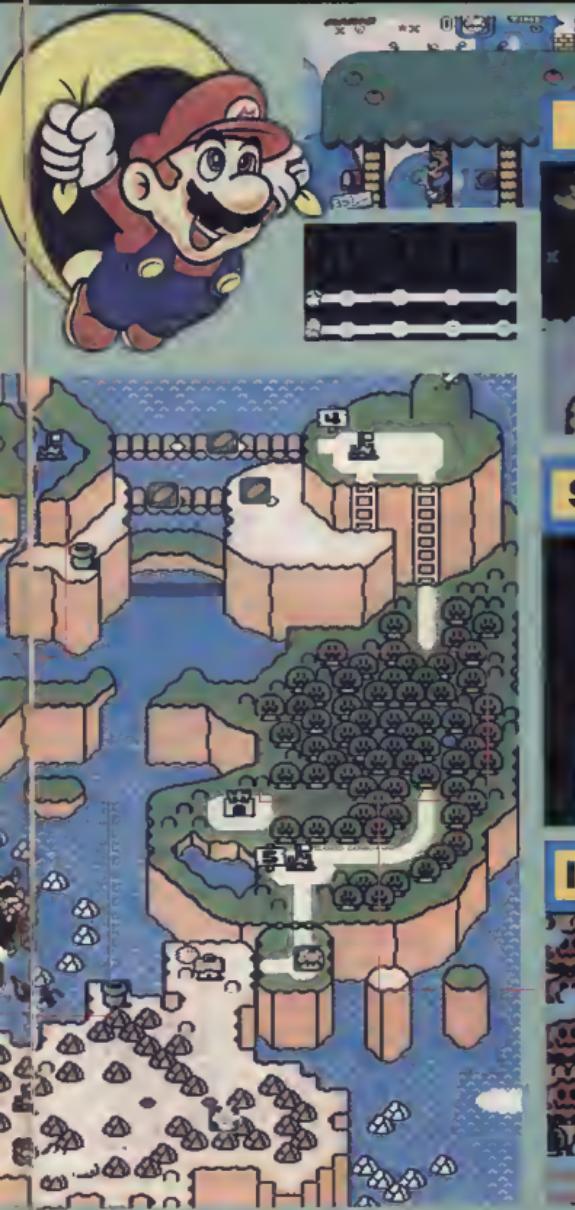


## THE BEGINNING





**STAR WORLD**



**SUB-AQUA BADDIES**



**INSIDE THE FOREST**

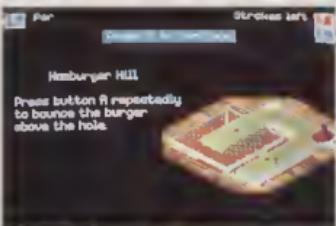


# MEGADRIVE

## ZANY GOLF

### HOLE ONE: WINDMILL

It's right at the beginning that you must learn a technique which will see you straight throughout the entire game; using landmarks to guide you to the holes. For this shot, move the aiming cross to the left until you can see the root of the house, aiming to hit the well right at the top of the house - use full power to achieve this. Getting the ball inside the windmill means a free stroke and great positioning for your shot. When going for the putt, use very little power - medium strength or even slightly less, so that even if you miss you'll still be very close to the hole.



### HOLE TWO: HAMBURGER

First thing to do is get the burger bouncing by rapidly pressing any button except D until the burger bounces so high that the bottom bun clears the arrow, giving you the most time to get the ball underneath the burger.

Aim your shot so that it follows the arrows, and ensure that your aim is more to the left of the ketchup bottle than to the right, otherwise your ball will just rebound back to whence it came. Use medium power, or you'll just glide over the hole and literally hit the dirt.

### HOLE THREE: WALLS

Move the aiming cursor around the screen until you can see the first two walls. Aim your shot at full power and wait until the first wall is down and the second is just beginning to fall. The ball should hit the third wall and roll down towards the hole. If it doesn't, it will bounce back, but not too far.

If you're caught in one of the side-traps, shoot straight up to get to the hole. The hill will curve the ball towards the hole. Also, if there is a Fairy on this level, it is 99% of the time in one of these traps.



### HOLE FOUR: PINBALL

Move the cursor to the third arrow then release to get you onto the table, then hit the two side objects to make the top-left hole glow. Getting the ball into it will put you right into the hole, or very close to it.

Use any button to work the flippers and the bumper at the top of the table. Hold down the button when the ball is at the top of the table to keep the bumper up end, with a bit of luck, knock the ball into the hole.

### HOLE FIVE: FANS

Hit the corner at full power then start spinning the D button either way to activate the fans.

Follow the arrows to get to the hole and, if the ball rolls on its own at the right time, you'll get a hole in one. If you don't make the green, use a soft shot to get into the path of a fan.

### HOLE SIX: CASTLE

Use full power to get up to the castle and into one of the side holes, putting you on the other side of the green, then use a bounce stroke to get past the walls. If you want to go for the castle's gate, wait until the trumpet sounds, telling you the gate is open.

### HOLE SEVEN: ANT HILL

To get a hole in one, find out where the hole is before you tee-off (the hole moves whenever you are on the slopes) then tire just to the right of that position - the hole will move to the right when your ball hits the slope. If you aim well, you'll be bang on target.



### HOLE EIGHT: KNOCK OUT

Use full power on tee-off, then control the paddle with the D-button. You have to hit all the blocks, which in turn causes the holes to light up. If the ball goes into either hole, the blocks reappear. Go for the blocks on the left first, then those on the right. On the chessboard green, avoid the fleshing squares, whether they're fleshing or not.

### HOLE NINE: ENERGY

Hit the two buttons on the computer, turning them white, then either use the circle to teleport you next to the ramp, or enter the vacuum to take you to the hole. Putt very slowly past the false holes, otherwise you'll be placed on the right side of the vacuum.



It's that tips time of the month again, and as usual we've got a sprinkling of wonderful stuff, including complete player's guide to *Darius* and *Plotwings* and a map showing all 96 locations of *Super Merlo Bros IV*. Wow! If you've got anything in the way of tips, maps, cheats - or anything else come to think of it - send them in. There's a massive £150.00 worth of software on offer to the sender of the month's best tips. James Duggan of Swindon was the winner this month for sending in the marvellous *Super Merlo IV* map! But next month it could all be yours...

## TIPS



秘技

## BUDOKAN

Finally we're getting some feedback on this great beat 'em up. Jason Morrissey of Powys, Mid Wales has obviously been giving this game the attention it deserves as he has sent in tips on all the opponents in the competition. Here are the first five:

## MATCH 1: GORO SUZUKI

Select kando and keep walking forward. Perform two-handed high and mid strikes to beat this opponent.

## MATCH 2: EIJI KIMURA

Use karate against this guy. Take one jump back and wait for him to come close enough to hit with flying kicks. Repeat this move until he drops!

## MATCH 3: JIMI DORAN

Use the same tactics as in Match 1, ie choose kando and walk forward.



## MATCH 4: SHIGEO KA WAHARA

Select nunchaku. Take one jump back and perform a twirl triple-strike. He'll keep coming towards you and will lose his energy rapidly. When you sense victory do a crouch mid strike to defeat him.

## MATCH 5: TETSUO OKABE

The Bo stick is the optimum weapon against this martial artist. Do a mid block and stay in that position until your ki is at full. Wait for Tetsuo to jump back then do a jumping forward mid strike to defeat him!

## RINGSIDE ANGEL

The Dutch know a thing or two about tulips and windmills, but David Rozeboom of Dwingeloo, Holland knows a lot about this weird and wonderful wrestling game. If the top left or right column becomes full, press all three buttons at once a few times. Then something special will happen! David warns that this cheat only works for Starlight and Grand Champion.

## ITEM



## DUCK TALES

There's a bonus game hidden in this great platform romp starring Scrooge McDuck. Locate Launchpad McQuack, and if the 5th digit of your score is 7 you'll go to a bonus game. Thanks a lot to Nimer Rashed of West Drayton in Middlesex for allowing people to get that little bit more out of their game!



Jimie Cole of Woking, Surrey has some hints on the Great Palace. Go left, right, right, down and left, then thrust downwards through the fifth, sixth and seventh blocks from the left. Now fall down the hole, go right, left down the gap, go right again and Link will meet the first of the Guardians. Use Thunder magic then Reflective magic. Then stab its head to kill it. Next Link meets a shadow of himself, only Life magic is of any use in this situation. Keep stabbing the shadow without ducking or jumping and eventually it will die.



## KID ICARUS

Need a code for this game? Luckily for you Mark Patton of Knowle, Solihull has sent in a goodie:

A u W 2 e 5 X c d F 0 0  
u s 0 0 0 G K 5 0 W O n

This gets Kid to the very last level of the game with all three treasures in his possession!



## BAD DUDES

Getting killed is a major problem, so Nimer Rashed of West Drayton, Middlesex has sent in a cheat to solve this conundrum. Plug in both controllers. Then, on the title screen, press B, A, Down, Up, Down, and Up, all on controller 2. Then press Start on controller 1, and you've suddenly got 64 man! To get a powerful punch simply hold down button A.

## KUNG FU

At the start of each floor defeat the first slavish enemies so that you reach the twelfth. Kill him with a jump kick for 5000 bonus points! However, if he's a knife thrower or Tom Tom, ignore him as he won't count. Make sure you punch or kick the eleven as throwing them down doesn't count either. Ta to Ian Knight of Tettamell, Wolverhampton for these handy pointers.

THE  
JUNE  
COMPETITION



THE  
COMMODORE AMIGA  
WIN  
SEGA MEGADRIVE  
(Plus Game of Your Choice)  
WIN  
SUPER FAMICOM  
(+ any TWO Games)  
WIN  
NINTENDO GAMEBOY

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One first prize in each competition. Winners are chosen at random from all correct entries received. Closing date 20th June 1991. All calls last approximately 4 minutes and if you are under 18 we ask you to please obtain your parents consent before you dial. Calls are charged at 34p per minute cheap rate. 45p per minute at all other times.

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MICHAEL YOUNG, from Milton Keynes...MEGADRIVE  
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# MEAN MACHINES

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## WIN A MEGADRIVE

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Yo Mama! Yet another chance to win a spanking new Megadrive, and all you have to do is call this number and answer a few simple questions. You don't need to be a Brain of Britain candidate to win, so don't delay in 'phoning. It's a small step for man, but a giant leap for your chances of winning this hot 16-bit machine!

## WIN A GAMEBOY

**0839 121 174**

Wheel! Everyone in the office has one and wouldn't be caught dead travelling anywhere without one. The Nintendo Gameboy is the most portable, economical and gay of all the handhelds, starring great games and fun times. All this and more could be yours, my son, by simply calling the Hotline and writing down the answers. Think you can manage that?

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**0839 121 188**

We've got games coming out of our earsholes here at MEAN MACHINES, and nothing would make us happier than giving them away to some deserving

charity; is one of our readers. Whether you own a Sega, NES, Megadrive or three-legged donkey, we've got just the thing to slot into it. Call and try to win before the school nerd beats you to it!

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**0839 121 189**

We are so hot at MEAN MACHINES that we virtually give consoles away before they're released! The Game Gear is the very latest handheld to greet the hungry crowds. We'll throw in a TV adaptor when it's released out of the kindness of our hearts (well, Gary's paycheck to be precise). Get dialling and see if you can win it!

## WIN A SUPER FAMICOM

**0839 121 187**

Only the select few own a Super Famicom (in other words Jaz and Matt), but now you too could join the elite by ringing the number above. We promise that the questions are easy, the prize fantastic, and the games out of this world. Only the terminally silly will miss out on this, so get scribbling and see if you can win!

IF YOU'RE UNDER 16, PLEASE MAKE SURE YOU HAVE THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU DIAL. ALL CALLS ARE CHARGED AT 33P PER MINUTE (CHEAP RATE) AND 44P PER MINUTE (AT ALL OTHER TIMES). NO PROGRAMME IS LONGER THAN THREE MINUTES.

Twenty-one areas of US territory have been captured by the evil might of an unknown airborne empire. Their powerful MiG fighters have decimated the entire US airforce, and now only one lone F-14 Tomcat remains.

Tom is the US Top Gun (mainly because he is only fighter pilot left) and it's his mission to take to the skies and blow away as much of the empire as possible with the aid of his super-deadly Vulcan cannon and his fire-and-forget Sidewinder missiles. Simply by running the on-screen sight over the approaching MiGs, the F-14's computer system locks on and a missile can be despatched. Missiles have a far longer range than the cannon and they never miss. The trade-off is that you get more points by using the more old-fashioned cannon method.

The action is depicted in a sprite-based 3D, with enemy fighters arriving from all angles with Tom's death at the top of their agendas. They have much the same weaponry as Tom, though their missiles are a lot less accurate and since Tom is such a good flyer he can dodge them with ease.

The action only lets up when the F-14 makes a routine rendezvous with a tanker aircraft, where more fuel and extra missiles are given.



▲ The F-14 gets a napalm enemy!

## ENGAGE AFTERBURNERS!

The joyped buttons allow you to change the speed your F-14 travels at. Travelling at low speed is essential for the canyon attack in levels eight and seventeen. When your F-14 is at top speed another stab at the speed button engages the afterburners for a short burst of extra speed - perfect for the quick getaway.



MEAN MACHINES 40

# F-14 AFTER BURNER

AERIAL ARCADE ACE



## LOW-LEVEL ATTACK

The canyon runs are the perfect pieces to squeeze some extra points out of the game. Here, the objective is simply to wipe out a ground-based enemy contingent - cunningly hiding in a canyon to escape detection. Simply slow down, point the nose down and fire away! The only things that can possibly harm you are the canyon walls - so slow down and fly carefully!





▲ Night-time flying in Afterburner.

## COUNTER-ATTACK

The F-14 faces most of the enemy fleet head-on, but later stages witness the underhand enemy sending up planes behind you in order to blow you away with their cannons at close range. Cruise missiles also follow the same behaviour pattern, so watch out! The best way to avoid these dangers is to simply ignite the afterburners - not even cruise missiles can catch up with an F-14 flying at top speed (well, not in this game any way)!



### COMMENT

The fast and frantic action of the coin-op has been fully captured in this cracking conversion, with the player flying into battles at supersonic speeds, dodging bullets, rockets and planes while simultaneously trying to lock his sights onto the enemy craft and bring them down with his plane's guns and homing missiles! The

### JULIAN

graphics are awesome, with rapid, convincing 3D sprite updates - the planes come towards you at incredible speeds! As well as great looks, Afterburner also features brilliant soundtracks and effects, and very tough and challenging action - beating all 22 levels takes some doing! One thing I feel I must say is that Afterburner is one of those games you either love or hate. We at MEAN MACHINES think it's fab, but there will be some who disagree, thinking the plane-blasting action is too repetitive to make long-term play worthwhile. So if you've never seen this cracking game, make sure you have a good look before you buy, just in case!

▼ Missiles streak away from the F-14!



AERIAL  
AEROBICS

Tom is a bit of a dab hand when it comes to flying an F-14 and when it comes to dodging missiles fired at close range, he has a rather cunning trick up his sleeve. Simply by turning one direction and suddenly yanking the stick over in the other, a brilliant 360 degrees turn can be achieved! Good eh?

## COMMENT



The coin-op version is one of the all-time great arcade experiences (especially in the deluxe hydraulic cabinets), so this Megadrive version certainly has a lot to live up to.

MATT

Thankfully, Afterburner is more than just a dull gong show. The graphics are less detailed than the coin-op, but the programmers have concentrated on making the action look superb rather than the scenery. The 3D effect on all of the planes is excellent and there are loads of big explosions to make the destruction more appealing. The sound is excellent too, with sampled "apeach" and effects and some of the best music I've heard on the Megadrive. The gameplay is repetitive, but the high-speed thrills 'n' spills offset by the game more than makes up for it. Afterburner is an excellent conversion and a superlative game in its own right that more than deserves a place in your Megadrive collection.



▲ A cruise missile causes F-14 annihilation.



▲ Formation destruction!

AFTERBURNER:  
THE COIN-OP

The arcade version of Afterburner amazed arcade players all over the world with its amazing graphics, super-slick hard rock soundtracks and cosmic hydraulics. Unfortunately, the coin-op's joystick was so long that it made the F-14's responsiveness very questionable to say the least. Thankfully, that problem isn't present in this Megadrive cart!



**BY: SEGA**  
**PRICE: £34.99**

RELEASE DATE: OUT NOW

GAME DIFFICULTY: MEDIUM

LIVES: 3

CONTINUES: 3

SKILL LEVELS: 3

RESPONSIVENESS: WHIZZ



## PRESENTATION 86%

Loads of options to wade through and an arcade-perfect attract sequence

## GRAPHICS 92%

Superlative 3D sprites whizz around the screen at top speed!

## SOUND 93%

Hard and heavy rock soundtracks the like of which have not been heard on the Megadrive. Excellent explosive effects too

## PLAYABILITY 94%

A super-responsive F-14 makes this more enjoyable to play than the coin-op!

## LASTABILITY 88%

Twenty-one levels of airborne destruction that'll have you playing again and again!

## OVERALL 90%

Airborne excitement which has yet to be successfully replicated on any other console. Go for it!



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### ON YER BIKE

Want to get mobile? Here's your chance to win a fabulous new mountain bike, worth up to £200, and ride off into the sunset (or perhaps just down to the shops). US Gold are offering one of the winner of this competition the wonderful machine in honour of their great Master System game Paperboy

### ORGANISE

But that's not all, not by a long stretch matey. Another lucky winner will get a Sharp IQ Organiser, a smart bit of technology that is an electronic personal organiser. It gives you the flavour of Impossible Mission, and it's great for posing with on the bus!

### GET RICH

Last but not least, the third jammy winner gets a Gauntlet-style wooden chest. So what, you cry? Well, this one happens to be full of pound coins - 100 of them to be precise! All glittering and shiny. Just the thing to have under your arm the next time you're buying a cartridge or rare visiting the arcade.

### HOW TO DO IT

Winning these superb prizes ain't gonna be easy. We want you to use your imagination to draw, paint, crayon or a cover of MEAN MACHINES featuring one of the US Gold games. So take your pick between Gauntlet, Paperboy, and Impossible Mission and get scribbling. You can enter as many times as you like, providing that each entry is different and original.

The competition closes on June 30, so don't take too long in creating your masterpiece. Please put your age on your entry, as this will be taken into account.

Send your da Vinci to: MY COVER PAINTING IS SO GOOD YOU CAN SACK GARY HARRIS COMP., MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Yo mama!

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# MEGAMART

Continued from page 45

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**FOR SWAP** Megadrive Japanese Convector. 7 games (joupad, light phaser, joystick. For Amiga 500. Tel Robert 081 841 9969 or for ale £250

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**NINTENDO SWAP** Batman for Duck Tales - adventure or Link - Mario 2 or Zelda. phone 091 4545352 after 4-5 (English game)

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Megadrive back to native speed (fast) with a reflector skill reader. Send a fax to Postal Order 01 510 510 41 to Conchis Games Ltd. 100 Conchis Avenue, Pershore, Worcs WR10 7QQ

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N. Yorks YO6 9OD Tel 0757 704446

## WANTED

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**WANTED** Grandstand. Console and Adel V2. Also wanted. Any price offers considered. I want to make a collection of all the consoles. All information on consoles past and present gratefully accepted. I am also interested in old computers. 26 Warwick Road, Mapperley Park, Nottingham

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## MEAN MACHINES





# TEENAGE MUTANT NINJA TURTLES

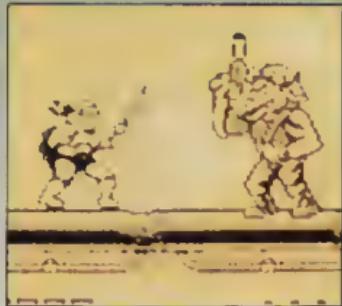
The Turtles are back in town! The evil Foot Clan has been up to its usual nasty tricks, and only Donatello, Michelangelo, Leonardo and Raphael have the skills to stop them and rescue poor April.

Starting in the streets of New York City, the player selects one of the Turtles to begin the search for the missing reporter. He then travels from left to right across the landscape, using his weapon to slash foes wherever they appear. Button B controls the jump, and each amphibian can somersault as well.

The action soon switches to the sewers, where the Heroes feel even more at home. Strange bird-like creatures attack and only the bravest of Turtles can hope to fight through and rescue his main squeeze!

## EATIN' PIZZA

Every so often vanquished baddies leave behind useful goodies. These are in the form of slices of pizza that restore a few boxes of lost health. Although each Turtle starts with eight segments of life force, they tend to disappear rather rapidly...



## COMMENT



MATT

It's really hard to believe that another good Turtle game has been released, but Nintendo once again rise above the hype to give us a great slash 'em up. Foot Clan avoids the problems of the Gameboy by making the sprites larger and well-defined, and the gameplay is fun even if a little repetitive after a while. One for Turtle fans everywhere!



## FILM FINGS

The second TMNT movie has been released already in the US, and has been an enormous success - it took over \$20 million in the first week. This surprised many people who had decided that the craze was over! Look out for a special appearance from Vanilla Ice in the film.



## COMMENT



JULIAN

This has got everything a turtle fan could ask for - great graphics, excellent sound and loads and loads of action! The game is thoroughly enjoyable, and offers plenty of challenge - even the most seasoned of best 'em up fans will find the going tough! If you're into the heroes with half shells, put this at the top of your shopping list.

# TEENAGE MUTANT NINJA TURTLES

NINTENDO £19.99

## RATINGS

PRESENTATION	86%
GRAPHICS	88%
SOUND	90%
PLAYABILITY	83%
LASTABILITY	80%
OVERALL	88%

1-2

PLAYERS

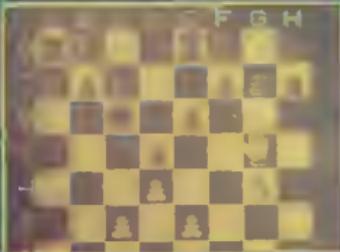




The armies are prepared, so let the battle begin! The latest strategy cartridge to arrive on the Gameboy is one of the oldest games known to man - chess. Believed to come from the Middle East, it is a stylised form of armed conflict that has become the most sophisticated mental challenge in the world.

Chessmaster includes a host of options to determine the skill of the computer opponent and the speed of its reactions. A head-to-head link allows the ultimate conflict, against another human. If things are going really badly, changing sides with the computer can help to rescue the game.

A takeback option means that a silly blunder isn't automatically (as it would be in the real game), so amateurs and professionals alike can get benefit from this simulation.



### ALL THE RIGHT MOVES

All the manoeuvres in chess are to be found in this version. En passant, taking a piece adjacent to a pawn, is here, as well as both castling moves. As the computer can be made to solve a game, and the board can be set up in any way you like this is excellent practice for serious chess players, as well as great fun for the slightly less committed!



### SAVING GRACE

Chessmaster has a save option unlike the majority of Gameboy cartridges, so users that "gotta do it" now have to finish justice, saving, re-loading and played years of chess every day on the bus.

# CHESS MASTER

### COMMENT

Clear graphics, superb presentation, a tutor mode and skill levels ranging from hopeless Idiot to Grand Master make this a stunning Gameboy title, and one that you'll keep playing as long as you have a Gameboy to play it on. Not only is Chessmaster a superb chess game, it's more portable and more flexible than dedicated chess machines costing five times as much! If you've got the slightest interest in chess, you've simply got to get this (and don't show it to your Dad otherwise you'll never get your Gameboy back!).



### JULIAN

Illustration by Julian



### COMMENT

My chess is a little rusty, but this game has rekindled my interest in it! This works so well on the Gameboy, and the graphics are clear and not confusing. This effectively turns

### MATT

the Gameboy into a great portable chess board with no chance of losing those fiddly plastic bits. Hooray!



NINTENDO £19.99

RATINGS	96%
PRESENTATION	96%
GRAPHICS	82%
SOUND	78%
PLAYABILITY	97%
LASTABILITY	98%
OVERALL	96%



AMIGA MEGADRIVE ST SEGA SUPER FAMICOM  
C64 AMSTRAD PC ENGINE NINTENDO PC LYNX

# COMPUTER + VIDEO GAMES

300  
MAY  
No. 1

## SNOW BROS!

HAVE A BALL WITH OCEAN'S

**MEGA!**  
CONVERSION!!



**INCREDIBLE!!**  
**EYE OF THE BEHOLDER!**  
DUNGEON MASTER FINALLY BEATEN!!

**REVIEWED INSIDE**

BACK TO THE FUTURE 3 • GO  
ACT RAISER • SEGA SPEEDBALL  
CHUCK ROCK • PGA TOUR GOLF  
RAD GRANITE • DICK TRACY!!!

**OUT  
NOW**

**WIN!** A SUPER  
FAMICOM!  
CONSOLES GALORE!  
A JOURNEY INTO A  
VIRTUAL REALITY...!!



# MEGADRIVE



# COMP

## ARE YOU A JOHN MADDEN'S CHAMPION?

Think you're a bit hot at John Madden's Football? Then why not enter yourself into the MEAN MACHINES John Madden's Championships?

Electronic Arts and ourselves are holding a special John Madden's tournament this summer in which we'll be bringing together eight MEAN MACHINES readers who we think are the best John Madden players in the country, tour of Electronic Arts' finest players, PLUS (cue drum roll) the four MEAN MACHINES' staff (Gaz 'n' Jaz reckon they can take anybody on) to play against one another in a tense and exciting Championship.

The winner of the tournament will be declared the Official British John Madden's Champion (and will win a pretty whizzo prize in the process, unless he's a MEAN MACHINES or EA person whereupon the prize will go to the highest-placed reader).

### THE RULES

To enter the competition, we want you to record your highest score against an ALL MADDEN's computer team. We'll take your word for the score - after all, if you're a crap player and you lie about your score, you'll be sussed out in the tournament when you get completely and utterly defeated by EA and MEAN MACHINES' champions (and laughed at a lot in the magazine).

Once you've recorded your score, choose your favourite team which you would like to play with during the tournament (you're not allowed to choose ALL MADDEN'S - if you do your entry will be disqualified).

The only rule during your game is that on side kicks are banned - ie no instant kick-off recoveries. Otherwise normal tactics apply.

The eight best players will win an all-expenses paid trip to London this summer to partake in the tournament, a full day's action including lunch, and a chance to meet and talk to the MEAN MACHINES' team and Electronic Arts staff. Players will also receive a very expensive American Football shirt of their chosen team to wear during the tournament (so make sure you're happy with the team you choose to play with).

### THE PRIZES

The highest-placed reader in the tournament will receive a portable television and video cassette recorder, and the second highest placed reader will win a portable television.

Send your entry to: I'M HARD ENOUGH TO ENTER THE JOHN MADDEN'S CHAMPIONSHIP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is June 30. We'll be contacting the finalists soon after. By the way, don't call us - if you're any good, we'll call you.

### THE TOURNAMENT

I'M HARD - ENTER ME IN THE JOHN MADDEN'S CHAMPIONSHIP

MY TEAM IN THE TOURNAMENT WILL BE .....

THE RESULT OF MY MATCH AGAINST A COMPUTER ALL MADDEN'S TEAM WAS:

MY TEAM .....

ALL MADDEN'S .....

NAME .....

ADDRESS .....

AGE .....

TEL NO. ....



# IRONSW

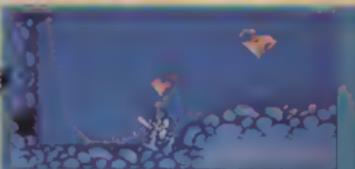
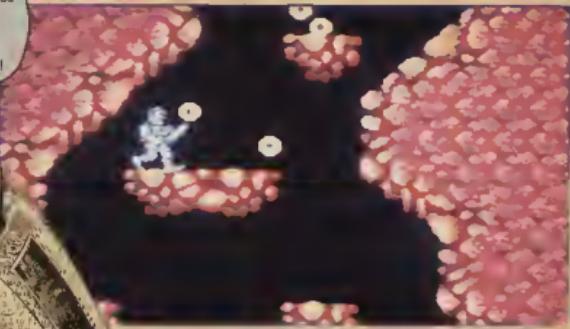
## WIZARDS AND W

Malki's back and he's not very happy! After his humiliating defeat the first time around, the Evil One has sworn revenge and enlisted the elemental forces of Wind, Water, Fire and Earth to his side. Only one man can defeat these monstrosities: Kuros the mighty warrior. He is dedicated to recovering the four sections of the fabled Iron Sword from the land of Sindarin!

Battling through the four elemental planes, Kuros faces repulsive creatures and fiendish platforms. Luckily there are plenty of useful items scattered about the landscape, such as gems, coins, weapons and food (to recover lost energy). Some things are hidden in chests or in secret caverns, so Kuros has to carefully search each area before confronting the final guardian.

The inns provide a welcome rest from the slaughter, and the chance to buy handy items like food and spells. There's also a bonus game in which a ball falls down to a random cup - if Kuros bets correctly, he gets 290 coins, but if he's wrong he loses 100!

As the hero progresses the challenge gets increasingly tough. Yet with the fate of the world resting on his shoulders, he cannot afford to give up!



### ZEN AND THE ART OF SCORING

Killing the horrid monsters is an effective way of gaining points, apart from grabbing gems and the like. Watch out for those monsters that can't be killed: these include the Skull and Crossbones on the wind level, the Steam Cloud on the water level, and the Floor Flames on the fire level. The Elementals on Icifira Mountain, though, are worth a whopping 20,500 points each...



# WORD WARRIORS II



## COMMENT



I'm afraid that this didn't impress me a great deal. Agreed, it's a nice game and fun to play, but I can't help thinking that we've seen it all before. Duck Tales and Gremlins II are better platform games, and have a more original approach. How many times are console owners going to be sent to find X pieces of a magic sword? Still, the game has its merits, and it's fun to play - although not being able to hit baddies while jumping is a major problem. But if platform games are your bag then it may be a good idea to have a look at this.





## LEARN TO SPELL

Using magic is the key to completing the game successfully. Here's a list of some of the spells, but bear in mind that some have to be bought and others are hidden around the landscape!

### SLUMBER

If the foes are moving quickly, then this handy scroll slows them down to a more manageable speed!



### FAMILIAR

This turns enemies into coins that help to buy extra goodies at the inn. Let's hope the wallet's big enough!

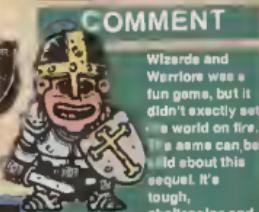
### SILVER FLEECE

Are the nasties hitting Kuros just little too often? Then grab this useful piece of clothing which gives him a shield to make him invincible!



## LOOKING AT CHESTS

The huge chests in the game are a variety of fun objects - and sometimes booby traps. Diamond swords, helmets and shields are there for the taking, but even better are the Relics of Sindarin; these are items of great power (and worth tons of points). Keys are needed to open locked chests of course, so don't miss any. Most importantly, remember the Seven League Boots, because without them Kuros will never get to Icefire Mountain!



**JULIAN** excellent graphics, but doesn't exactly owe original features. There are so many brilliant platform games on the Nintendo, a game of this type really needs something special to make it a vital addition to your software collection. Megaman and Megaman II had it, and so did Mario II and Duck Tales. This one unfortunately hasn't. It's not that it's a bad game - on any other console this would be seen as brilliant - it's just that there are several better ones than this available on the Nintendo. If you're a platform fan, check this out by all means, but not before you've had a look at the other games I mentioned.



**BY: ACCLAIM**  
**PRICE: £34.99**

RELEASE DATE: JUNE  
GAME DIFFICULTY: MEDIUM  
LIVES: 3  
CONTINUES: 3  
SKILL LEVELS: 1  
RESPONSIVENESS: GOOD

**1**  
PLAYERS



## PRESENTATION 83%

Pleasant intro screens and a password system greet the player, before the action starts in earnest

## GRAPHICS 76%

Kuros is animated cleverly, and dies in an amusing way. The backgrounds are slightly bland, though.

## SOUND 73%

Fairly good tunes and effects which fit the action well

## PLAYABILITY 80%

Controlling the hero is a bit awkward at first, but once you learn the game is easy to get into.

## LASTABILITY 75%

This is a tough game, and it won't be easy to fight through to the final conflict

## OVERALL 77%

A fun but ultimately limited game that will appeal to platform fans.



# TOP 10 CHARTS

# ALL FORMATS



## MEGADRIVE

1	▲	MICKEY MOUSE
2	▲	ARNOLD'S GOLF
3	NE	AFTERBURNER II
4	▼	GOLDEN AXE
5	▼	JM'S FOOTBALL
6	NE	PGA TOUR GOLF
7	▼	SUPER MONACO GP
8	NE	JAMES POND
9	▲	BATTLE SQUADRON
10	▼	REVENGE SHINOBI

## MEGADRIVE

As we predicted, Mickey's gone straight to the top, and we couldn't wish it on a nicer rodent. Arnold Palmer's Golf continues its ascent, although PGA Tour Golf is bound to knock it off its position. Afterburner II barrels rolls into the third place and will no doubt stay in the charts for some time! It's hard to say whether James Pond will manage to linger for long, though. WC Fette 90 has vanished at last, and will be missed by absolutely nobody.

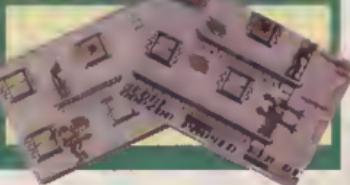


## GAMEBOY

1	N	SPIDERMAN
2	E	DOUBLE DRAGON
3	E	GARGOYLES QUEST
4	W	SUPER MARIO LAND
5	W	FORTRESS OF FEAR

## GAMEBOY

Our very first official Gameboy chart! This graphically-stupendous Spidey is the top dog (or arachnid in this case), with Billy and Jimmy punching their way to the second's slot. Our fave, Mario Land, is still in the chart months after its release, proving that quality makes good sales. Wizards and Warriors II - Masters of Four scrapes into the fifth position.





# NINTENDO

1	▲	MEGAMAN II
2	NE	DUCK TALES
3	▲	WORLD WRESTLING
4	NE	TETRIS
5	NE	SUPER OFF ROAD
6	NE	DOUBLE DRAGON II
7	NE	SNAKE RATTLE N' R
8	▲	SUPER MARIO II
9	NE	FAXANADU
10	NE	PINBOT

## NINTENDO

What excitement! The big news this month is Super Mario II plummeting from the premier place to number 10, making way for the fabulous Megaman II. Duck Tales comes in straight to number two, with Zelde disappearing from the planet. Tetris is a welcome addition to the charts, and Snake Rattle 'n' Roll proves that you do have tests after all. Hello to the lovely Pinbot too.



▲ Wrestling keeps climbing.

MESSAGE

IT HAS BEEN  
WRAPPED?



▲ A quacking hit!



# SEGA

1	◀	MICKEY MOUSE
2	▲	INDIANA JONES
3	NE	DICK TRACY
4	▲	IMPOSS MISSION
5	▼	GOLDEN AXE
6	NE	HI W BOXING
7	▼	NINJA
8	▼	WORLD SOCCER
9	◀	PAPERBOY
10	▼	WONDERBOY III

## MASTER SYSTEM

Our led the mouse holds on to the numero uno position, although there's very little out there to pose much of a threat. Dick Tracy is doing very well and no doubt will feature strongly for some while. The US Gold titles are still performing with Indy moving up two places. Doesn't look like anyone's buying Cyber Shinobi, probably because they've got more asses than money.



▲ Still in there.



▲ Dick goes right in there.



▲ Mickey still reigns supreme.



World Class Leaderboard offers would-be Nick Faldo's the chance to play their favourite sport without the need to shell out for expensive clubs or risk a potentially lethal meeting with Bruce on the green. As always with golf, the object is simple. Just hit your hard, white, dimpled ball in the direction of the green. Each course has a par (the amount of shots you should need to hole the ball), and the player who uses the fewest possible shots is deemed the winner.

This Sega conversion of the ageing C64 classic offers up to four golfing heroes the chance to challenge each other on four of the World's most demanding courses! Just watch out for the bunkers, trees and lakes - they have a tendency to get in the way of your potentially awesome shots. Oh yes, and let's hope it's not a windy day!



# World Class LEADER BOARD



## A MATTER

There are four courses (each with 18 holes) for aspiring golfing aces to conquer. Check out these mini-introductions to each.



**GAUNTLET**  
A pretty tough course, with loads of bunkers, trees and large lakes. However, most of the par limits are pretty easy to meet.

**GAUNTLET:**  
18 holes of pure hell! Everything possible has been included to make these some of the most demanding holes of golf you'll ever play!



# World Class Leaderboard

## OF COURSE



### ST ANDREWS

One of the World's most famous golf courses is replicated in this Sega game. A fairly straightforward course with only water and the occasional bunker to cause worry.



### CYPRESS CREEK

Trees and bushes are your worst enemies at Cypress Creek. Cunning play is required to reach the end of this hole on par.



## SAMPLED INTIMIDATION

Gold have added to the original C64 game by adding in some sampled speech and effects. Hit the ball straight into the bunker and you can expect to hear "No doubt about it! That's deep in the sand!" If you're unfortunate enough to lose the ball in the water, your Sega congratulates you with "You can't be too happy about that one!" There's also liberal dollops of applause to and smacks.



## COMMENT



### MATT

The office still hasn't calmed down from the arrival of PGA Tour Golf last month on the Megadrive, so being a bit of a golfing fan I expected rather a lot from World Class Leaderboard. US Gold haven't disappointed us one little bit! Although the graphics are quite slow, all of the skill, timing and atmosphere of real golf has been successfully captured. Inviting a few more players around for a game and the competitive atmosphere really heats up. The graphics and sound are both superlative (especially the great sampled effects and speech) and are merely the icing on a pretty special cake. I had a look at Gollamania and Great Golf for comparison, but World Class Leaderboard is simply far superior. Whether you're a golfing fan or not, World Class Leaderboard is thirty quid well spent.



## PUTT OFF TO PERFECTION

If you're worried that your golfing skills are below par (groan), then it's time to sail off to the putting green and the driving range. Here, you can hone those pitching and putting strokes to perfection - and with the courses in this game, you certainly need them!



## REVIEW

POLE +  
SHEARSAD 1995  
ECHOESPOWER  
SWING

## CLUBS 'R' US

Your caddy carries around all of your clubs and for each shot, you have to choose which one is suited to your needs. If it's a real distance to the green, the chances are you should use the number one wood club. The number five iron comes in handy for medium distances whilst your putting wedge is just the ticket for putting the little blighter straight into the hole. On the novice levels, the computer automatically chooses the best club for you.

PLAYER 1

HOLE 1  
PAR 5  
SCORES  
MODE514 YDS  
PUNCH X  
CLUB 1H  
POWER  
HOOK  
SLICE

## COMMENT



Programmers Tiertex have certainly come up with the goods here! World Class Leaderboard is a superb golf game - one of the best you're likely to play! With four ultra-challenging courses, a multi-player option, great graphics and even some sampled sound effects thrown in for good measure, this oozes quality, playability and longevity. The control method is excellent - it's easy to use, but is designed so that only experts can really place their shots exactly where they want them to go - and the courses are well chosen to thoroughly test the player's on-screen skills.

The nature of this game means that it never becomes dull; trying to beat your par is a challenge you'll go back to weeks, months and even years after you first played it - I know because I still occasionally play the original Leaderboard, and that's over five years old! If you're after a high quality sports simulation, send your caddy out for a copy of this!

SELECT ONE OF THESE  
PLAY THE GOLF  
PUTTING GREEN  
DRIVING RANGEBY: US GOLD  
PRICE: £29.99RELEASE DATE: JUNE  
GAME DIFFICULTY: TRICKY  
LIVES: N/A  
CONTINUES: N/A  
SKILL LEVELS: 3  
RESPONSIVENESS: TEE-RIFIC1-2  
PLAYERS

## PRESENTATION 79%

Rather banal opening screens, but the game itself has loads of options to tinker with

## GRAPHICS 92%

The 3D screen is a bit slow to build up, but the results are well worth it

## SOUND 94%

Generous lashings of sampled speech and brilliant effects. An above average tune is thrown in for good measure

## PLAYABILITY 93%

Simple to get into and addictive from the outset!

## LASTABILITY 92%

Four sprawling courses and a four-player option give this loads of lasting appeal

## OVERALL 92%

The best Sega golfing game by far, and one to snap up as soon as possible!





King Tsarkon never gets invited to parties. He's laughed at by the girls and even his own mother pretends she's never met him when they see each other on the street. He's so angry at all this, he's conquered the world and killed the rightful King of Excalabria. He's quite sensitive, you see.

Years later, our hero, who's been raised by the King's trusted friend Bledis, finds out that the letter isn't really his father - he is the heir to the throne and the person charged with the responsibility of overthrowing Tsarkon's evil domain. Preferably before tea time.

Our hero (who isn't given a name, but let's call him Thomas) has 200 Kims, the local unit of currency with which to outfit himself and guard against the slimy denizens of the local forests and caverns, not to mention the Poll Tax Bellif. Killing monsters gives Thomas more money, which he spends on armour, weapons, healing herbs and magic spells. Each town or village has a quest of one form or another to complete before he reaches the final challenge of defeating Tsarkon; by then he'll need to be a cross between Jackie Chan and Paul Daniels to stand a chance of gaining victory.

Extra equipment lies around the world of Excalabria, including the tabled Sword of Vermilion, the best weapon around. Things are never what they seem, for example the king of one of the towns has a nasty habit of turning into a huge dragon. The doctors can't help him, so it's up to the hero to perform some surgery with a sharp sword. If he's got the power, that is....



▲ Water way to start the game!

### COMMENT



**MATT** Sword of Vermilion is easily the best RPG yet released on the Megadrive; its graphics are excellent, and the playability is of a high standard. I especially like the fact that every character in the game can be talked to; this adds a great deal of interaction. The hint book helps to let players get into the game quickly, but I can't see why it has to give ALL the answers; surely the player should have to discover some things for himself. The main problem is, of course, the massive price tag. It's hard to recommend a game that costs half a ton, when there are so many other good Megadrive games. Still, I have to say this is an excellent product!

**SWO**

# VERMIL



▲ Talk to everyone in the towns for extra info.



▲ The entrance to the next village.



### THE VILLAGE PEOPLE

Every town and village is populated with a large number of citizens, all of whom are willing to chat. Often the talk is just gossip, but sometimes vital information is blurted out. The buildings have individual uses, and here's a quick rundown on the most important:





## BIG ONES ARE MORE JUICY

The bosses that Prince Iaces are usually on the large side. For example the Dark Demon in the Ivory Cave is a huge blue creature that flaps around on wings, attacking viciously. The first monster in the game is the Ice Dragon in the castle at Perma (a rather hemmy helmet). Defeat him to gain the Ring of Heaven, now there's only six more Rings of Good to find!

## ION



### CHURCH

This is where the lad recovers from beatings. When he's lost all his hit points, he awakes in the nearest house of God. Unfortunately the thieving priests take half his cash for "charity".



### ARMOURY

Time to stock up on some better weapons, shields and armour. The prices are steep, but at least the shopkeeper is willing to buy back any redundant goodies - at a lot less than they cost in the first place, of course.



### EQUIPMENT SHOP

Oddly enough, this is where our groovy hunk buys equipment. Herbs help to heal horrific accidents, and candles and lanterns provide light in those deep dark and slightly smelly underground pieces.



### INN

Staying overnight here fully rasts Tommy, giving him maximum hit points and magic. He also gets the chance to hang around the bar, sing rude songs, and meet interesting people.



## COMMENT



I don't like RPGs much; there's far too much brainwork involved for my liking - give me something to blow up any day. However, I can see that *Sword of Vermilion* is a stunning example of how good a game of this sort can be. Excellent menu control system, superb graphics, truly stunning sound and massive depth of gameplay make this a game that'll keep you occupied for months (unless you use the hint book, which gives away far too many clues and lets you complete the game rather too easily). The only problem is the massive price tag. *Sword of Vermilion* certainly has tons of lasting appeal, but £50.00 is a hell of a lot to splash out in one go. Take a good look before breaking your piggy bank.

**JULIAN**

## FUN WITH CHOPPERS

While moving between locations the screen shifts to a 3D perspective; but when the hero's journey is interrupted by some monsters, the view is of the battle area. Tom's often surrounded by creatures, and only fast swordplay will save his proverbial bacon. The enemies increase in speed, number and strength as the game progresses. Slimes, scorpions and sorcerers litter the woods and other areas. Spells like Ferros help to protect the main man, but nothing takes the place of a good sword.

**BY: SEGA****PRICE: £49.99**

RELEASE DATE: OUT NOW

GAME DIFFICULTY: TRICKY

LIVES: N/A

CONTINUES: INFINITE

SKILL LEVELS: 1

RESPONSIVENESS: GOOD



## PRESENTATION 94%

Incredible intro screens combine with the wonderful music to great effect.

## GRAPHICS 86%

The main battles are brilliant, and the standard of graphics is high throughout.

## SOUND 93%

This music is some of the best heard on the Megadrive. Prepare to be amazed!

## PLAYABILITY 82%

Building up enough cash for the next purchases can be a little dull, but otherwise it's strong in this category.

## LASTABILITY 80%

For this price this has to be a huge game and it is. There's months of gaming here (as long as you don't use the hint book).

## OVERALL 82%

A great game - by far the best RPG on the Megadrive - but it sports a very hefty price tag. Think carefully before spending the £50.00



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## REVIEW

What happened in Days of Thunder? Well, Tom Cruise turned up with his chopper, took a spin around Daytona track, crashed, smogged Nichole Kidman and finally climbed back into his car and won the race.

Now the game of the film has reached the Nintendo, bringing with it all the thrills, spills and downright speed of Cruise's adventures. Or at least that's the idea.

With an intro showing our hero's arrival at the race course, the action then switches to a qualifying round where the racer has the chance to learn the circuit and establish his or her position on the starting grid.

NASCAR racing (the type in the game) differs from normal stock car racing because the track curves upwards at the corners. Centrifugal force obviously plays a major part, and it's a good idea not to go flying off the side of the bend as the car takes the corner.

The buttons control the accelerator and brakes, but otherwise the player simply steers the car around the corners and overtakes the other vehicles.



## COMMENT



JULIAN

Although the Days of Thunder film was utter rubbish, I thought that the fast, car-crashing action could be turned into a really good Nintendo game. Unfortunately it wasn't to be, and what we've got instead is one of the dullest racing games I've seen on a console. Not only is the speed of the action slow, the tracks are the most boring you've ever likely to race around - they're oval and only have left turns. There are no crashes during the game, and all the cars seem to move at the same speed - so there's no whizzing around overtaking people. The result is a horribly tedious game that gets terminally boring after you've given it just a few goes. If you're after a decent racing game, forget this and instead check out the vastly superior Turbo Racing, which scored 80% when it was reviewed last month.



Defeat is not a pretty sight!



## CRUISE MISSILES (AND BOMBS)

Apart from Days of Thunder, our lad Tom has been in many films. Top Gun has been his biggest success so far, while Born on the Fourth of July won him major critical acclaim hot on the heels of Rain Man. However he's been in more frivolous films too; Risky Business was a teen sex comedy that was a big hit in America. Cocktail was a rather bland Cruise vehicle, while The Color of Money cast him opposite Paul Newman in the sequel to The Hustler. Days of Thunder did not do well at the box office or with the critics, who called it "Top Gun on wheels", basically because it has the same plot as his previous blockbuster.



NINTENDO

## REVIEW



牛寺

## COMMENT

What a dire excuse for entertainment! This really stinks and is about as playable as something that's not playable at all. The speeds reach 150 mph, but the car feels like it's being pushed by a couple of arthritic OAPs. With no gears to change, an incredibly simplistic course and no crowd, *Days of Thunder* has all the tense atmosphere of an episode of *Eastenders*. The only thing I liked about the game was the introductory sequence, but that's hardly enough to make it worth the asking price. I don't know what Mindscape were playing at when they decided to release this, but if you want to play something good then avoid this like the plague.

MATT

Can you overtake this guy?



## TRACK MARKS

It's always wise to get used to the course before the race proper, and the free practice provides the opportunity for this. Learn how to take the corners and accelerate through the straights. Once he feels he has mastered this, the drive moves on to the race where the previously empty track is now littered with other cars that have an annoying habit of drifting into the way! So things get a lot more tricky from that point on, and only the best NASCAR driver stands a chance of victory!



...the pits for some quick repair!



**BY: MINDSCAPE**  
**PRICE: £34.99**

RELEASE DATE: JUNE  
GAME DIFFICULTY: EASY  
LIVES: N/A  
CONTINUES: N/A  
SKILL LEVELS: 1  
RESPONSIVENESS: POOR



## PRESENTATION 80%

*Cruice* rides up to the track on his bike in a great intro sequence

## GRAPHICS 77%

The 3D routine is impressive, but the car sprites are weedy and monotonous

## SOUND 60%

Fairly average music, but the effects are pretty dreadful

## PLAYABILITY 42%

There is no feeling of acceleration or excitement to be found anywhere in this game!

## LASTABILITY 20%

The lack of action, excitement and variety means even the biggest race game fan will become bored very quickly.

## OVERALL 39%

An awful game that falls down on counts. If you want high speed thrills and spills, steer clear of this and get *Turbo Racing*.

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## REVIEW

The fate of the Junos Galaxy hangs by a single thread! The evil Fourth Empire have managed to conquer a vast proportion of the galaxy, and nothing remains to stop them... almost!

You take control of the elite Galaxy Force fleet - a body of space flying aces dedicated to the downfall of the Fourth Empire (presumably they were also responsible for getting rid of the first threat). In order to carry out this almost impossible task, four of the Empire's command bases have to be destroyed.

But each base has its own contingent of space fighters, each armed with deadly phasers and even more lethal photon torpedoes! Other hazards come in the form of terrifying natural hazards - such as pillars of flame, meteor storms, tall trees and the like. Your Galaxy Force craft has a shield that can absorb up to 16 hits, and after that it's curtains to your heroic efforts.

Blasting the enemy couldn't be easier. Your ship carries its own form of phasers which kill most of your foes with one hit. For slightly deadlier enemies, your ship's infinite complement of death-dealing photon torpedoes come in handy.



▲ Blasting down the tunnel for fun and profit.



◀ A close shave..



▲ Galaxy Force hits Solaris.



# GALAXY FORCE



**SEGA****REVIEW**

千寺集

## THE ARMAGEDDON AGENDA

### FAUNA



Hostile inhabitants and Fourth Empire attack craft face up to your kamikaze attack. The enemy base is situated, rather cunningly, behind a waterfall.

### SOLARIA



This volcanic hell launches all kinds of natural attacks on you, including columns of flame and volcanic worms. The enemy base is situated in a hollowed-out cave.

### GOBI



Lethal tornadoes roll across the surface of this desert world, accompanied by the Fourth Empire's elite fighter ships.

### NEBULA



A vast alien fleet stems is to destroy you in outer space before you reach their orbiting space station.

## THE COIN-OP

Galaxy Force has one of the most spectacular arcade cabinets yet seen. The cockpit of the craft spins around in up to 330 degrees, with extra up-and-down motion provided by the chair itself. Unfortunately, the hydraulics are juddery and unrealistic and the game itself is rather boring with only the cosmic graphics causing any form of excitement.



## COMMENT

I thought the coin-op was about as entertaining as an episode of Neighbours, but I was pleasantly surprised by the quality of this Master System conversion. The best thing about it is the sheer speed - even if the screen is teeming with sprites the action never lags up for a second - this is essential for a great shoot 'em up. The graphics are excellent, and though the 3D is a little jerky, the attention to detail is great. All of the volcanic eruptions and storms make Solaria my favourite world. The sound is pretty flat and uninspiring, but the gameplay more than makes up for it. If there were a few more levels, Galaxy Force would be truly mega - but as it stands, it's still an excellent shoot 'em up and the best version of Galaxy Force you'll be likely to see.

**MATT**



## REVIEW

## RUNNING THE GAUNTLET

Each base is protected with two layers of defensive firepower. The first layer usually involves taking on a vast amount of alien craft along with any natural hazards you may come across. Then it's into the complex itself where you guide your ship through a fast, narrow and deadly corridor, destroying laser emplacements on the way.



▲ A major storm does its worst against the ship.



▲ Pyrotechnics show!

## COMMENT



**JULIAN** Although the original coin-op was no great shakes (all graphics and no game), Galaxy Force has translated to the Sega well, with severely tweaked gameplay adding a new dimension of challenge and addiction to the original 3D blast 'em up concept. The result is one of the most visually spectacular games available on the Sega - pretty amazing when you consider this classic is nearly two years old! The 3D graphics are quite superb, with great backgrounds and spectacular effects in evidence as you fly your attack craft over four different planets destroying all and sundry. Although the lack of levels might put some people off, they're all tough to crack, and the sheer visual splendour keeps you coming back time and time again. If you missed this when it was first released, and are looking for a shoot 'em up with a difference, take a good look at this one and prepare to be impressed.

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## FOURTH EMPIRE ARTILLERY

**BUZZ:** Boring fly-like creature. One blast is all it needs!



**LAVA LEECH:** Solaria's flying leeches arrive in force on level two.



**GRUNT:** The main drone ship in the Fourth Empire. Cannon fodder to even the most incompetent Galaxy Force pilot.



**THORNHEAD:** This segmented creature requires loads of hits to kill, but you get a massive 800 points for the effort.



**TERMITRON:** Let the air buzz with torpedoes in order to destroy this armoured ship.



## GALAXY FORCE

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GAME DIFFICULTY: MEDIUM

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CONTINUES: UNLIMITED

SKILL LEVELS: 1

RESPONSIVENESS: COSMIC

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PLAYERS

## PRESENTATION 79%

A boring start screen, but there's decent animated intros for each level

## GRAPHICS 92%

Excellent, super-speedy 3D sprites and backgrounds

## SOUND 51%

Boring crash-bang effect and forgettable music.

## PLAYABILITY 93%

Loads of thrills and spills on offer as you trash the Fourth Empire

## LASTABILITY 79%

Only four worlds, but they're quite challenging

## OVERALL 85%

Put simply, Galaxy Force is the finest 3D shoot 'em up on the Sega and should be checked out immediately.



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MEAN MACHINES



▲ A fully powered-up Darius in action.



# DARIUS

The alien hordes have once again risen from the murky depths of their galactic hideaways and taken to the stars in order to conquer some more planets. This time they've arrived at our solar system, and using their advanced weaponry and cunning tactics, they've conquered every single planet - including Earth!

As the owner of a fine, Darius-class attack space vehicle, you decide to take on the might of this hostile alien empire, using all your laser-powered weapons to blast the xenomorphs into oblivion. This involves traversing a number of horizontally scrolling worlds blasting all-and-sundry with your guns and bombs, collecting power-ups on the way (sounds familiar?).

You'll need all your shoot 'em up skills to survive the epic confrontations with each level's end-of-level boss. Their zap guns and missiles have been fully primed for maximum destruction - and only a real hero can send them all packing!



## A MEGA MAP

There are a massive twenty-six levels in this game - but you only have to complete seven to finish it! As the map pictured here shows, as you complete each level, you choose the next round you wish to conquer (a bit like the coin-op version of Out Run) - but be warned as some are a lot more difficult to beat than others!





# MEGADRIVE REVIEW

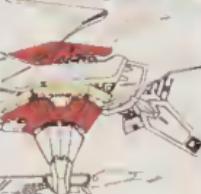


牛寺集

## DOUBLE DARIUS

At the start of each game of Darius 2, there's the opportunity to choose the type of ship you want to fly into enemy territory. There's

not much difference between the two, apart from the fact that one ship comes equipped with a lot more power-ups than the other. So, shoot 'em up novices should go for this easy option, whilst all



you distracto-laser brains after a challenge should choose the other!



▲ Laser destruction aho!



▲ Yikes!



▲ An evil end-of-level boss.

## COMMENT



MATT

Argghhhhhh! ANOTHER Megadrive shoot 'em up arrives in the MEAN MACHINES office - obviously someone in Sega likes playing shoot 'em ups a lot. Personally, I'm getting rather bored with them, but there's no denying that Darius 2 is quite a decent offering. Although the blasting action isn't as good as Gynoug or Hellfire, this game is designed for lastability. With a massive 26 levels to wade through and all the different endings, it'll be a long time before you get bored with this game. It's only really this aspect that makes the game worth a look, because the graphics and sound are nowhere near as good as Gynoug, and some of the levels are quite sensey. Also, some better power-ups would've made Darius 2 a more appealing game. The best thing about it is that it offers a challenge - something definitely lacking in the majority of Megadrive games out at the moment.



▲ This killer-fish looks very deadly...



## DEFENCE



A powerful shield covers the Darius, and protects it from several direct hits. The colour of the shield shows how healthy it is.



## BOMB



The Darius is endowed with powerful bombs that blitz anything stupid enough to stay below. Collect another pod to double your bombing potential.



## MEAN MACHINES

## POWER-UP

The destruction of some aliens results in a rather nifty power-up pod being left behind. Collection of this usually results in one of your craft's weapons systems being substantially upgraded. Here's a run-down of some of the most common icons.



## LASER

The Darius craft is equipped with lasers that blast everything above and below the ship. Later power-ups change this to front-firing diagonal lasers and finally four-way diagonal beams



## MISSILE



Pretty obvious really. This pod maximises the destructive potential of your front-firing photons.





## REVIEW



## ENDLESS ENDINGS

The game can finish on any one of seven levels and each has its own graphical ending waiting at the end! With a plot lifted straight from Dallas, one ending shows our hero waking up from a hideous nightmare - the whole game was just a dream! As for the other six possible endings... well you'll just have to buy the game and get blasting, won't you?

## COMMENT



I can't believe how many horizontally scrolling shoot 'em ups are being released on the Megadrive at the moment. It's getting a bit much. Still, if you haven't already tired of

**JULIAN** them, Darria 2 will get your trigger finger twitching with excitement. The action is fast and furious from the outset, with a myriad of small, but perfectly formed sprites to blast into oblivion. It's a pretty challenging game, and its leathality is boosted considerably thanks to the fact that there are 26 levels to fight through and seven different endings to see. Darria 2 isn't exactly heavy on the originality, but if you're after a slick and playable blastar which won't lose its appeal overnight, have a crack at this.



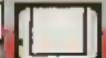
▲ Arrghhh! Not more turtles!



▲ Yikes!

## DARIA 2

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PRICE: £37.00RELEASE DATE: IMPORT  
GAME DIFFICULTY: EASY  
LIVES: 3  
CONTINUES: 3  
SKILL LEVELS: 1  
RESPONSIVENESS: GREAT1  
PLAYERS

## PRESENTATION 69%

Plenty of options, but the attract sequences are very unconvincing.

## GRAPHICS 77%

Small, but detailed sprites with pretty decent scrolling backdrops.

## SOUND 81%

Forgettable tunes are overshadowed by the raucous blasting effects.

## PLAYABILITY 89%

Easy to get into from the outset with instantly addictive arcade action.

## LASTABILITY 84%

Loads of endings and 26 levels combine to produce a long-lasting game.

## OVERALL 83%

An excellent shoot 'em up with plenty of lasting appeal - check it out if you haven't already had your fill of blasting games.

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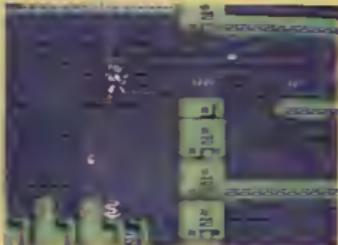
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**T**he **s** **J** **Burel** are invading Earth and you've got to stop them!

Set over seven levels, *Burai Fighter*'s hero is armed with a death-dealing weapon. Some aliens leave behind tokens when killed, and these cycle through the options (see the Fact Box) so that the tokens required can be selected.

Each level is and is guarded by a huge and ferocious creature, and only tactics and skill enable the Fighter to get past. Luckily our hero's weapon can fire in any direction, so he's not limited to staying in front of the baddies. Let's hope that's enough to save his bacon from a right frying!



▲ Our hero shoots up.



▲ Shooting this reveals a power-up.

## COMMENT



I'm fairly unconvinced about this game. The graphics and sound are quite passable, but the monotony of the challenge fails to thrill me still. Why is the game so herd? There's nothing wrong with a stiff fight, but when the slow-moving bullets give the player no chance to escape their path it tends to stop the game from being fun. I think that's lack of genuine enthusiasm from the programmers has

**MATT** resulted in a mediocre game here, and there are much better shoot 'em ups available for the Nintendo (like *Life Force*), so unless you're desperate for a new blaster this shouldn't be top of your list!



NINTENDO

## REVIEW



牛寺集

# IGHTTEK

► Big blob  
balloons.

## COMMENT



Since the Nintendo doesn't have many shoot 'em ups in its software range, Burel Fighter is a welcome addition as far as I'm concerned. Although there are only three extra weapons, each has nine different grades of power and can be cycled through in the heat of battle - essential, since some weapons are more effective than others in certain situations! On the normal level, the game isn't particularly tough, but the two other skill levels offer plenty of challenge for experts - I certainly got plenty of fun out of it. If you're a shoot 'em up fan like me who's after a good Nintendo blast, check this out.

**JULIAN**



► Guardian in the gems.

## WEAPON CITY

Grabbing the right power up makes all the difference in Burel Fighter. Here's a selection of the tokens in the game:

## LASER

This creates a blue beam of light that is very destructive, but has a limited range.

## MISSILES

Adds powerful missiles to the weapon that destroy everything in their blast radius.

## RING

Bright globules of doom to all in their way, the rings are an essential part of the armoury.

BURELFIGHTER  
必殺戰士

► NEW GAME

PASSWORD

TEASER

TH RD © 1992 TRINITY USA CORP.  
LICENSED BY NINTENDO OF AMERICA INC.

**BY: NINTENDO**  
**PRICE: £34.99**

RELEASE DATE: MAY  
GAME DIFFICULTY: EASY/MED  
LIVES: 5  
CONTINUES: INFINITE  
SKILL LEVELS: 3  
RESPONSIVENESS: FAST

1  
PLAYERS



## PRESENTATION 69%

The dreary text and rubbish title picture fail to provide atmosphere.

## GRAPHICS 79%

Smooth scrolling and ingenious sprites make this impressive to look at.

## SOUND 63%

The tune tries desperately to be exciting, but is actually dismal!

## PLAYABILITY 83%

Shoot 'em up experts should find this easy to get into; novices might find it a little frustrating.

## LASTABILITY 73%

There's plenty of blasting to keep you occupied, with lots of variety and some neat end-of-level baddies.

## OVERALL 79%

An enjoyable and challenging shoot 'em up which should be checked out by Nintendo blasting fans.



## RESISTANCE IS USELESS!

Midnight Resistance is split into nine danger-packed sieges, each guarded by a full complement of Crimson Corps troops.

### LEVEL ONE



Simply blast away at the enemy base's layer and dispose of the garrison of troops to gain access to the first armoury.

### LEVEL TWO



A massive tank and lethal gun emplacement are the main cause of worry here before our hero stocks up at the next armoury.

### LEVEL THREE



This forest level is infested with Corps troops and massive laser emplacement. A massive laser-spewing mechanical machine is your worst enemy here.

MIDNIGHT  
RESISTANCE

MIDNIGHT  
RESISTANCE

Earth of the future isn't exactly a pretty place by any stretch of the imagination. The evil King Crimson (I though they were an old pop group - JAZ) has arrived with a few alien planet-conquering battlecruisers in tow. All of the planet's major capitals are systematically destroyed and Crimson rules, putting down rebellion with the aid of his possessed robotic army and crazed followers.

Only one pocket of resistance remains: the elite Midnight Resistance team, dedicated to freedom and justice for all (hurrah!). The only problem is that most of them have been kidnapped and only two members remain! One of them is your Jeep driving blonde chum and the other is you (a hardened mercenary-type).

It's your job to infiltrate Crimson's metallic domain, pinching his power-ups and weaponry, and laying waste to all of Crimson's cronies. Destruction of Crimson's terrifying regime would mean an end to alien oppression and a heartful reunion with the rest of the Midnight Resistance. Don't you just love a happy ending?



### LEVEL FOUR



Massive tanks bristling with lasers attack in this rocky level, with aid from Crimson's dastardly flyingaces.



▲ A masculine pose, don't you think?





## COMMENT



### MATT

I didn't think much of the coin-op, but strangely enough, I really like this Megadrive conversion. I think it must have something to do with the instantly accessible and active gameplay and the varied set-up weaponry on offer. It's just great fun to play, with plenty of goons to blast into next week and some huge enemy hardware to blow up - my kind of fun! The control method takes a while to get the best out of, but a few minutes practice reaps plenty of rewards and our commando hero proves to be just as athletic and mobile as his coin-op counterpart. I must mention the music - it's great! Superb, hummable tunes accompany the bleeding action and you'll wish the explosive effects are quieter so you can hear the music more clearly! I strongly recommend this to anyone after a good blast.



## DATA EAST RESISTANCE

Data East's coin-op is quite an impressive scrolling shoot 'em up that's much the same as this conversion, bar two factors. First of all, the coin-op had the facility to accommodate two players and this made for some very interesting gameplay - especially when it came to collecting keys and power-ups! The other difference was the Iken Warriors-style swiveling gun control. This made it possible to run in one direction and fire in another. This Megadrive conversion has four different control methods, the best being the use of the B button to freeze your gun position while you can run and jump in any other.



## LEVEL FIVE



Inside Crimson's base. Watch out for the helicopter gunships flying about - they mean business!



## LEVEL SIX

The rock walls peel away to reveal some formidable resistance-crushing hardware! Crimson himself taunts you by parading his prisoners on a nearby monitor



## LEVEL SEVEN

A by the sea-side joint turns ugly as a vast battleship arrives to blast you to oblivion! The shortest level of them all.



## LEVEL EIGHT

A fiery terrain provides a lethal fire-spitting snake as your next opponent. Destroy that and all the hostages can be rescued! Hurrah!



## LEVEL NINE

The final confrontation with King Crimson!

GUNS 'N'  
AMMO

Shooting some of Crimson's minions leaves behind red keys. These can be exchanged for extra weapons and power-ups in the many armouries our hero gains access to during the game. Here's the complete list of weaponry *Midnight Resistance* has in store for you.



▲ Choose your weapon.

## COMMENT



've  
grips with the  
awkward  
met  
a mo



## RIFLES

**SHOT-GUN:** Doesn't fire many bullets - but they're very powerful as the explosions it causes demonstrat



**FIRE:** The most powerful weapon, torching anything vaguely alien-looking! The natural choice for pyromaniacs - but what out, it's range is pretty limited.



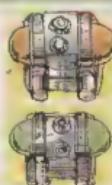
**FULL-AUTO:** The natural power-up from your standard issue assault rifle. Powerful, with a long range too.



**3-WAY:** Just as powerful as your bog-standard rifle, but fires in three directions. Cool!

BACKPACK  
WEAPONRY

**NITRO:** Flames spread in eight directions from the top of the screen. Pratty teeble.



**HOMING MISSILES:** Wave goodbye to those aiming blues with these homing missiles. Eight are fired at once and 50 charges are supplied as standard.



BY: SEGA

PRICE: £37.00

RELEASE DATE: IMPORT

GAME DIFFICULTY: MEDIUM

LIVES: 3-5

CONTINUES: 1-5

SKILL LEVELS: 4

RESPONSIVENESS: FAB



## PRESENTATION 88%

Nice intro screens and loads of options to fiddle about with.

## GRAPHICS 82%

A bit rough in places, but mostly good.

## SOUND 93%

Fabulous, pulse-racing soundtracks accompany the action perfectly!

## PLAYABILITY 87%

The bleeding action is addictive from the word go.

## LASTABILITY 83%

...with four skill levels and nine levels to wade through!

## OVERALL 84%

A decent blaster and an excellent conversion. Shoot 'em up fans should have a look.





The men with the funny-shaped balls are back in another American Football outing on the Sega Master System. The rules of the game are relatively simple. The game is split into four quarters and the aim is to score a touchdown by getting the ball to the end of the opposition's half of the pitch. Not surprisingly, the opposition are out to stop you and try and score a few touchdowns of their own.

If you've got the ball your aim is to progress at least ten yards up the pitch in order to claim your first down. The defensive team's job is to stop you getting those ten yards by bringing the players down. The offensive team get four chances at getting their first down. If they do get it then they have another four chances to progress another ten yards. If they don't then the opposing team get their chance to get a touchdown.

Occasionally, during a play the offensive team may fumble the ball. If the defensive players can intercept the ball without it hitting the ground then they can claim the first down. Six points are awarded for a touchdown, and an extra kick could award you an extra point. Three points are given from a successful field goal.

This Sega cart replicates all of the action of American Football, with liberal dollops of advice from Mr Montana himself (apparently he's the World's greatest living quarterback, so there you go).

## OFFENSIVE PLAY

Gaming verve is reliant on the use of tactics. Here, at this screen, the player chooses the tactics he's going to use during the next play. Running and passing plays can be selected from the playbook and these dictate how your next play is carried out. If the clock's running low, you can select 'time out' which stops the clock. Options also exist to punt the ball down the pitch or attempt a field goal.



▼ The players return to their positions after a touchdown.



## COMMENT

 Joe Montana Football on the Megadrive suffered because it was nowhere near as good as Electronic Arts' John Madden Football. Funnily enough, the same is true of the Master

System conversion when compared with the ageing American Pro Football. The gameplay, graphics and sound just don't compare to Sega's previously released American Football game and this by itself is enough to stop me recommending this effort. It's a shame really, because Joe Montana Football isn't terrible. The graphics, although small, do the job pretty well and the sound is above average for the Master System. The choice of plays is also pretty varied and the ability to bluff your opponent is quite good. Unfortunately, Joe Montana Football isn't all exciting to play and the action can hardly be termed as addictive. I'd forget about this new release and go for American Pro Football.



DEFENSIVE MANOEUVRES

There aren't quite so many options for the defensive team. A time-out can be called if you want the clock to be stopped, but other than that, it's down to the playbook to choose a suitable defensive posture. Should you choose a straight blitz and get the ball down quickly, or should you leave a few players back in case the offensive team go for a throwing play? Decisions, decisions...

# JOE MO FOOTBALL



## TEAM SELECTION

This screen enables you (and your chum if he's playing) to choose the team you wish to play as. There are 26 different teams to choose from. Playing the game is the only way to find out how differently each team plays, because the accompanying manual isn't telling! Instead, you'll have to rely on Joe Montana's advice given freely during the game.

**SEGA****REVIEW**

牛寺集

**COMMENT**

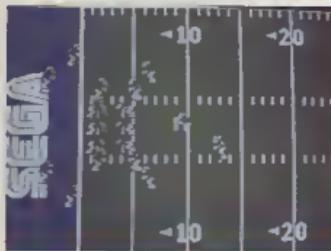
When you look at it on its own, Joe Montana's Football isn't particularly brilliant. The graphics and sound are average and although there are plenty of plays to choose from, the game simply isn't exciting or challenging. Compare it with the two year old American Pro Football and it looks even worse. APP has far more depth, better graphics and really enjoyable and addictive gameplay. So if you're an American Football fan you'd be much better hunting for a copy of American Pro Football, rather than mucking do with this disappointing sports simulation.

**JULIAN**

So if you're an American Football fan you'd be much better hunting for a copy of American Pro Football, rather than mucking do with this disappointing sports simulation.



▲ Can the quarterback throw before he's sacked?

**TWO-PLAYER FROLICS**

Like most sports sims, Joe Montana Football has the option to let two players play against each other. The gameplay isn't significantly altered from a one-player game, except that there's a bluff button built in for when you're selecting what type of play you're going to. This means that your chum can't guess your tactics beforehand. Cunning, eh?

**HALFTIME STATISTICS**

Just like John Madden Football on the Megadrive, this game gives you the low-down on how your team performed during the half. All aspects are covered, including passing and rushing yards. It's then possible to spot possible weaknesses in your team's performance. With these indispensable facts, you should be able to improve your performance in the next half.

**Joe Montana  
FOOTBALL**

© SEGA

**BY: SEGA****PRICE: £29.99****RELEASE DATE: OUT NOW  
GAME DIFFICULTY: EASY****LIVES: N/A****CONTINUES: N/A****SKILL LEVELS: 3****RESPONSIVENESS: GOOD****1-2  
PLAYERS****PRESENTATION 77%**

Liberal lashings of Joe Montana attract screens to wade through

**GRAPHICS 64%**

Small sprites and a boring horizontally scrolling pitch

**SOUND 69%**

Bland sound during the game

**PLAYABILITY 66%**

Control is very responsive and the tactic screens are easy to understand

**LASTABILITY 68%**

26 teams and a two-player mode mean that this has quite a lot in store if you can keep playing

**OVERALL 65%**

Not exactly an exciting sports sim, and overshadowed by the older, but far superior American Pro Football

Helicopter pilots aren't allowed to just take the controls of a highly powerful gunship just like that - oh no. Instead they're sent to the world famous Pilotwings School of Aviating, where their airborne abilities are honed to perfection on all manner of aviating equipment.

Lighiplanes, parachutes, and rocketbelts are just some of the modes of transport aspiring helicopter aces are required to master before they're sent on any kind of dangerous mission. The game is split into eight stages, with each offering different airborne challenges to Pilotwings candidates. Each challenge gives you the opportunity to score lots of points, and the scores of each challenge are added together. If the total score is less than the overall target score for that round, you start the level again. Should you beat it though, you are sent to the next stage of Pilotwings training.

At the end of levels four and eight, a helicopter mission awaits. Complete these missions and you've beaten the game - but each mission is highly dangerous and the chances of getting your airborne steed back to base are minimal to say the least...



▲ Our airborne hero is just about to reach a thermal.

## TYPES OF TRAINING TRANSPORT

In your efforts to become a Pilotwings expert, there are each five modes of transport that candidates attempt to master. Here's the MEAN MACHINES guide to each.

### LIGHTPLANE



A low-powered single seater, this becomes far more difficult to handle at high speeds - but extra points are up for grabs if you complete the course quickly.

### SKYDIVING



Freefall through a number of aerial hoops and then land in one piece at the designated target. Simple? Not really - this is probably the most difficult test of skill in the game.

### ROCKETBELT



You too can be King of the Rocketmen with the aid of this trusty rocketbelt. Probably the easiest mode of transport to control, but watch out for high winds on later levels!

## MISSION IMPOSSIBLE

The real job begins at the end of levels four and eight. Here, you're sent behind enemy lines to rescue some hostages with the aid of your Apache helicopter gunship. The problem is that the enemy landing pad is surrounded by hundreds of gun emplacements - all of them out to put a stop to your rescue attempt. Some of them have even been hidden in the forest and are thus invisible! Your laser-aimed cannon comes in handy here in order to clear a path to the enemy base.



## COMMENT



Nothing, absolutely nothing on any other home system even touches this for sheer jaw-dropping looks. The graphics are simply astonishing, with beautifully coloured backdrops which lead into the distance - just check out the screenshots. But what you can't see is that everything moves completely and utterly smoothly. The feeling of "being there" has never been stronger in a flying game. The sound effects help enhance that further, with realistic stereo wind effects and sampled plane and chopper enginee adding to the atmosphere. The game is very challenging, and successfully gaining your licence on the final level is something that makes you feel genuinely proud. If you want to show people just how good the Super Famicom is, make sure you get this. You'll also be buying a superlative game in the process!



## BONUS BONANZA!

Whilst sky-diving or flying around with your rocketbelt, you might like to try landing on the moving target that runs around the target area. A successful landing takes you onto the bonus stage where you may be cast as a man with Icarus-type flying wings or a springboard-diving penguin. Just getting to the bonus stage earns you a mighty 100 points - wow!



## HANG-GLIDER



Catch the thermals to stay aloft with your hang-glider. Reaching a certain height is your objective, but landing correctly is the most difficult job!

## COMMENT



**MATT**

Pilotwings offers 3D graphics unparalleled on any other game system outside of the arcades. The effect is truly stunning, with a fully rotating landscape that will astound and amaze. The only problem is, it's a bit flat. But thankfully, the varied gameplay is enough to make up this slight deficiency. All of the modes of transport offer a completely different challenge and the increasing difficulty level is enough to make the game very challenging. The sound is great - there's some supermarket-type shopping music playing throughout, with the added bonus of incredibly convincing effects (the helicopter and lightplane noises are perfect). My only gripe is that there's not really enough things to shoot and destroy! How about a Pilotwings 2 which combined these graphics with all manner of air-borne destruction? Yes please!



▲ Erm... where's the landing pad?



## HELICOPTER



Very difficult to control and quite unresponsive at high speeds - mastering this baby (and its two built-in cannons) is the aim of the game!



## Pilotwings EXPERT

© 1990 Nintendo

**BY: NINTENDO**  
**PRICE: £40.00**

**RELEASE DATE: IMPORT**  
**GAME DIFFICULTY: MEDIUM**  
**LIVES: N/A**  
**CONTINUES: INFINITE**  
**SKILL LEVELS: 1**  
**RESPONSIVENESS: BRILL**

**1**  
**PLAYERS**



## PRESENTATION 84%

Nice intro screens for each mode of transport. Shame about the Japanese text.

## GRAPHICS 96%

3D graphics the like of which you've never seen before!

## SOUND 88%

Bizarre music coupled with superb effects!

## PLAYABILITY 92%

Easy to get to grips with and instantly addictive.

## LASTABILITY 89%

A bit frustrating in the short term - but this game is designed to last!

## OVERALL 90%

A highly original, graphically stunning game. Go for it!

# MEGADRIVE COMP

## ARE YOU A JOHN MADDEN'S CHAMPION?

Think you're a bit hot at John Madden's Football?

Then why not enter yourself into the MEAN MACHINES John Madden's Championships?

Electronic Arts and ourselves are holding a special John Madden's tournament this summer in which we'll be bringing together eight MEAN MACHINES readers who we think are the best John Madden players in the country, four of Electronic Arts' finest players, PLUS (cue drum roll) the four MEAN MACHINES' staff (Gaz 'n' Jaz reckon they can take anybody on) to play against one another in a tense and exciting Championship.

The winner of the tournament will be declared the Official British John Madden's Champion (and will win a pretty whizzy prize in the process, unless he's a MEAN MACHINES or EA person whereupon the prize will go to the highest-placed reader).

### THE RULES

To enter the competition, we want you to record your highest score against an ALL-MADDEN's computer team. We'll take your word for the score - after all, if you're a crap player and you lie about your score, you'll be sussed out in the tournament when you get completely and utterly defeated by EA and MEAN MACHINES champions (and laughed at a lot in the magazine).

Once you've recorded your score, choose your favourite team which you would like to play with during the tournament (you're not allowed to choose ALL-MADDEN'S - if you do your entry will be disqualified).

The only rule during your game is that on-side kicks are banned - ie no instant kick-off recoveries. Otherwise normal tactics apply.

The eight best players will win an all-expenses paid trip to London this summer to partake in the tournament, a full day's action including lunch and a chance to meet and talk to the MEAN MACHINES team and Electronic Arts staff. Players will also receive a very expensive American Football shirt of their chosen team to wear during the tournament (so make sure you're happy with the team you choose to play with).

### THE PRIZES

The highest-placed reader in the tournament will receive a portable television and video cassette recorder, and the second highest placed reader will win a portable television.

Send your entry to: I'M HARD ENOUGH TO ENTER THE JOHN MADDEN'S CHAMPIONSHIP, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is June 30. We'll be contacting the finalists soon after. By the way, don't call us - if you're very good, we'll call you.

### THE TOURNAMENT

I'M HARD - ENTER ME IN THE JOHN MADDEN'S CHAMPIONSHIP

MY TEAM IN THE TOURNAMENT WILL BE .....

THE RESULT OF MY MATCH AGAINST A COMPUTER ALL MADDEN'S TEAM WAS:

MY TEAM .....

ALL MADDEN'S .....

NAME .....

ADDRESS .....

AGE .....

TEL NO .....

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# MEGA PREVIEW

MEGADRIVE



Who's spiky, speedy, and extremely sexy? No, not just Julian Fignall, but Sega's latest cutie character, Sonic the Hedgehog. Billed as the greatest platform game yet seen on the Megadrive, what can we expect when it's released in the autumn?

Sonic zooms around each level collecting rings and splatting baddies as he makes his way to the exit. When he jumps he turns into a ball covered with spikes, very handy for killing those inconvenient crabs or giant flies that get in his way.

At certain points in the game Sonic curls up into a ball and rolls at high speed through the landscape, tumbling through tunnels and bouncing up to collect rings. He can also crouch down to avoid overhead obstacles or use the springs hidden on each level to jump to otherwise inaccessible areas.

Sonic is set for an Autumn release, and is looking like the biggest and best thing ever seen on the Megadrive. It's caused a great deal of excitement already, and this exclusive preview should whet your

## NEW HEDGEHOG ON THE BLOCK

On the Marble Zone Level, blocks are an important part of the gameplay. Sonic pushes them from piece to piece, triggering mechanisms and the like. Blocks also have an alarming tendency to fall from the ceiling; let's hope Sonic can dodge them before he suffers the fate of all hedgehogs! Watch out for the love on this level too.





▲ Sonic, protected by a forcefield, leaps from chain to chain!



▲ Use the springs to catapult Sonic past platforms.



▲ Sonic's around on the special stage.



▲ Use the springs to catapult Sonic past platforms.



## YOU'RE SO SPECIAL

Included in the game is a special stage that features Sonic rolling around a weird rotating shape. He has to collect as many rings in the time limit then exit the level. The most impressive part of this bonus stage is that the background changes into one of two beautiful patterns - featuring angel fish and doves! Check out the graphics...



# PREVIEW

MEGA DRIVE



SEGA

**BY: SEGA**  
**PRICE: TBA**

RELEASE DATE: SEPT  
GAME DIFFICULTY: MEDIUM

LIVES: 3  
CONTINUES: TBA  
SKILL LEVELS: 1  
RESPONSIVENESS: SONIC



## ON A RING AND A PRAYER

The main purpose for collecting rings is because they are converted into bonus points at the end of each level. They have another purpose too - they protect Sonic if he's hit. However, he drops them all when this happens, so he has to quickly run after them and grab another one so that he's protected against another collision!





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# CHECK 'EM OUT!

Here are the top-rated games of recent months MEAN MACHINES strongly recommends

## MEGADRIVE

### REVENGE OF SHINOBI

ISSUE 1: 94%

Ninja games don't come any better than this. An action-packed arcade-quality game with truly superlative graphics and sounds - a must for every Megadrive owner.



### JOHN MADDEN'S FOOTBALL

ISSUE 3: 95%

Bring the action and razzmatazz of American Football into your living room with this incredible sports game. With graphics and sound that'll knock your socks off and playability that'll set them alight, this is a must for any sports fan.



### SUPER MONACO GP

ISSUE 3: 93%

Not only is this a superb arcade conversion, it's also got a completely original Grand Prix mode in which you race a variety of opponents over a full racing season. Fast, furious and highly desirable...



## NINTENDO

### SNAKE, RATTLE 'N' ROLL

ISSUE 4: 94%

Highly original and highly addictive, this snake-based collect 'em up defies description. Ten challenging levels await you - and you won't stop playing until you've done them all (and that will take ages!).



### SOLAR JETMAN

ISSUE 3: 94%

Guide loony Jetman around a series of planets and collect the pieces of the Golden Warship. Loads of depth and great playability gives this massive lasting appeal.



### MEGAMAN II

ISSUE 4: 95%

Nintendo action at its finest. Boasting cartoon-quality graphics and amazingly addictive action this is one of the best platform games available on any system.

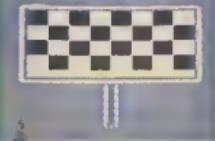


## SEGA

### IMPOSSIBLE MISSION

ISSUE 1: 94%

Supercaliber arcade adventure. Enter a bunker and search a robot-packed bunker for a secret code. Stunning graphics, excellent sound and brilliant gameplay makes this an essential purchase.



### GAUNTLET

ISSUE 1: 92%

All the features of the arcade classic have been incorporated in the graphically superb coin-op conversion. There's even simultaneous two-player action. Arcade addicts should go for it.



### MICKEY MOUSE

ISSUE 4: 93%

Mickey's on a mission to rescue Minnie from Mizraebi! Marvellous Master System action, with graphics and sound to match. A must!



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